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Plus 143 new shots of Nintendo's cracking console in action!
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THE LEGEND OF ZELDA
p38
Two new classics for GB Color!
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ISSUE 57

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

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Telephone: 01225 442244

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Deputy Editor Mark Green
Production Editor Steve Jalim
Art Editor Justin Webb
Deputy Art Editor Paul Edwards
Staff Writers Alan Maddrell & Geraint Evans

Contributors Simon Middleweek, Neil Pedoe, Louise Parker

Senior Advertisement Manager Anne Green
Advertisement Manager Claire Hawkins
Deputy Advertisement Manager Charlotte Donovan
Senior Sales Executives Alice Keays, Phil Jones

International licensing enquiries Simon Wear
Tel: 01225 442244 Fax: 01225 446019
email: simon.wear@futurenet.co.uk
Group Production Manager Judith Green
Production Manager Rose Rudd
Production Co-ordinator Helen Ramjutton
Ad Design Team Leader David Matthews
Ad Designers Dan Yeo, Stu Hobbs, Melissa Stapleton, Chris Stenner
Print Services Co-ordinator Mike Thorne
Print Services Manager Matthew Parker
Promotions Manager Gil Stevenson
Marketing and Product Management Beth Hardy
PR & Publicity Bronwyn Stubbs

Group Art Editor Jez Bridgeman
Publisher Nick Stevens
Group Publisher David Meyer-Roberts

Fax (editorial) 01225 732341
Fax (advertising) 01225 732282
E-mail n64@futurenet.co.uk

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Chairman Chris Anderson
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Tel: +44 1225 442244
www.thefuturenetwork.plc.uk
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Next issue on sale
Wednesday 1st August
To find out why it's going to be fantastic, jump to


p96

At 100 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- We won't give anything our coveted 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful, we'll say so.

Don't be fooled by feeble imitations!



We're stuffed!

Argh! Too... many... games! What with the latest N64 titles, an avalanche of GB Advance releases, a shedload of upcoming masterpieces for Gamecube, *and* a GB Color line-up that's as bulging as ever, filling this issue has reminded us of overloading a suitcase and having to sit on the lid to get it shut.

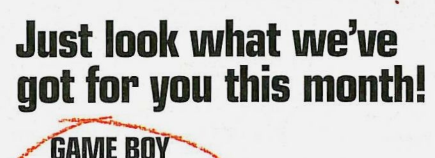
Still, we managed to squeeze everything in – the new shots of Gamecube miracles like *Luigi's Mansion*, *Super Smash Bros Melee* and *Wave Race: Blue Storm*; the fascinating interview with Mario's dad, Shigeru Miyamoto; an in-depth look at what the geniuses at Rare are cooking up; and comprehensive reviews of a wealth of N64 and Game Boy titles – including the very latest GB Advance offerings.

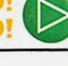
Frighteningly, all this is just the *start*. As the sun slowly sets on the N64, the Gamecube will be bathed in the glow of a new dawn – and we'll be counting down to launch day with page after page of exclusive news, in-depth features and screenshot-packed previews.

Exciting times, then. Just don't blame us if future issues are packed so tight that they explode in your hands...

Mark Green
LOOKING AFTER THINGS FOR A BIT

Just look what we've got for you this month!

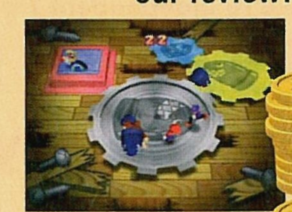
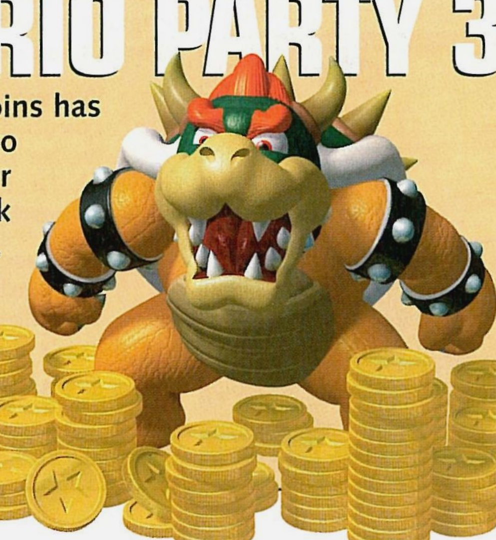


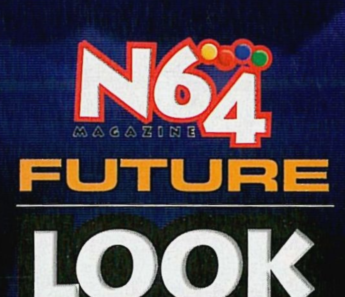


GO! GO!

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

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Issue 57, August 2001



FUTURE LOOK

Your first look at the *BIG* new games!

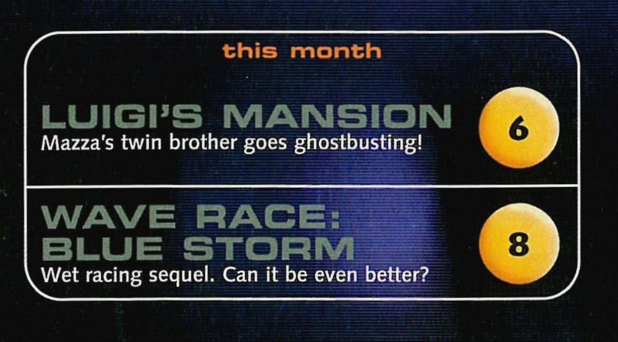
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N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new games!



this month

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 18! GO! GO!





The clock will have an effect on gameplay, but we're not entirely sure what it is yet.

Chairs aren't meant to fly, right?

Hints of the bendy corridor from Zelda here, eh?

LUIGI' MANS



INFO BURST

GAMECUBE

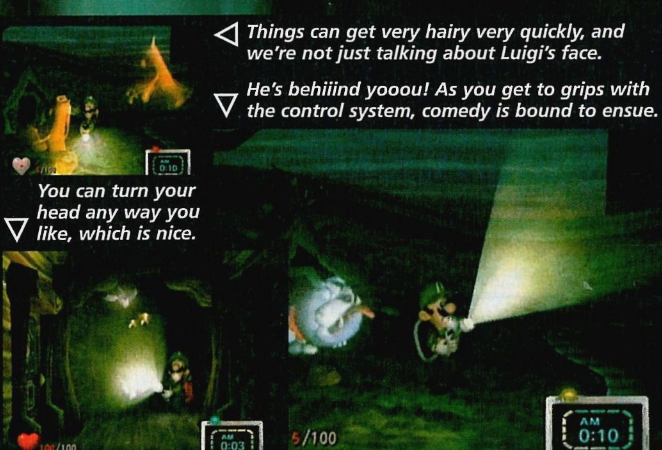
LUIGI'S MANSION	
FROM:	Nintendo
DISCS:	1
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	Spring	Sept

ANTICIPATION RATING

You can turn your head any way you like, which is nice.



Things can get very hairy very quickly, and we're not just talking about Luigi's face.

He's behiiind yooou! As you get to grips with the control system, comedy is bound to ensue.





The coins still make the sweet noise they do in Mario 64. *Silly ghosts – dropping loose change.*

As you can see, the game's a showcase for Gamecube's stunning lighting effects.

Beautiful stuff, isn't it? Luigi's Mansion *is set to be both funny and scary.*

Have no fear – Shigsy's camera skills haven't deteriorated with age.

Camera angle like that can only mean one thing. Quick, run, Luigi!

Luigi's breath freezes, but his expression doesn't.

The hoover can be an effective piece of kit when you know how to use it well.

SION

hoover bovver

You can rely on games legend Shigeru Miyamoto to turn heads with the launch of a new game. The unveiling of *Luigi's Mansion* was no exception.

In the game, Luigi enters a competition to win an impressive mansion of his own – as long as he can survive a night in the supposedly haunted place, armed only with a torch and a ghostie-sucking vacuum. The side-on 2D perspective raised several eyebrows at E3, but Luigi himself moves like a dream, smoothly swivelling his body as the torch illuminates a portion of his field of vision. Later on, you'll be able to upgrade your ghost sucker to fire droplets of water which condense into pools on the floor. Lovely.

Speaking of the vacuum, its efficiency depends on how you wield it. For example, hold the D-stick away from the ghost and you get extra suction power. Techniques like this come to the fore when you're taking on the boss characters, who require plenty of power to remove – the extra problem being that your vacuum can overheat, hence the need for advanced cleaner control techniques.

These bosses (such as an old fella in a chair and a weird dog inside its kennel) will also vanish when you flash your torch at them, unlike other ghosts, so you'll have to wait for them to reappear before using the suction on 'em.

Captured supernaturals are changed into paintings by an enigmatic doctor, who Shigsy subtly suggested may have a hidden agenda. Aside from that, not too much has been revealed about the plot so far. In fact, it's become clear that there is a *lot* tucked away in the game that Nintendo haven't yet shown us, most of which takes the form of extra powers that Luigi accumulates as he collects more ghosts.

Top stuff indeed, and not a little intriguing. Enjoy these delightful screenshots, and sit tight for more soon…

VISUALS *Luigi moves like a dream, smoothly swivelling his body as the torch illuminates a portion of his field of vision.*

TO BE CONTINUED… More great shots and info on *Luigi's Mansion* very soon.

THE ORIGINAL WATER RACER, NOW WITH THE POWER OF CUBE

WAVE BLUE



Ah, it's just like playing Wave Race again for the first time. What a pleasurable experience that was.

A tenner says the same old racing ploy of getting a turbo start will still work wonders in the new version. Go on, a tenner. Anyone?

That water spray looks even better when it's in motion. Mark particularly approves of this young lady's choice of shorts, the dirty boy.

That looks like an example of Gamecube's much-hyped motion blur. Not a cheap graphical cheat, it has to be said.

Even when pelting along at top speed in horrible conditions with loads of racers, you can still pull tricks at 60 frames per second.

That can't be healthy. You can expect more painful crash animations than ever before. No blood, though.

Again, the ship looks better than ever. New tracks would be nice...

With eight people on the screen, you're unlikely to get bored quickly with the new top watery racer.

INFO BURST

GAMECUBE

WAVE RACE: BLUE STORM	
FROM:	Nintendo
DISCS:	1
HOW MANY PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	Spring	Sept

ANTICIPATION RATING



△ Wave Race *isn't shy of putting the boot in if you don't quite get it right.*

△ *With weather effects like that, a case of the virtual 'flu seems likely. Best wrap up warmer in future, young lady.*

We're being careful not to say anything saucy here. But those tricks do look familiar, don't they! ▷

Everything is reflected in the water in crystal clear fashion. And, yes, we do mean everything. ▽



Look at the surface of that water! ▷

Uh oh. Trouble ahead, then. Sigh. ▽

◁ *Time to charge that turbo with some handy tricks, we'd say. Get to it, miss!*

RACE: STORM

riders on the storm

If there's one title bound to gain attention on the merits of looks alone, the Gamecube follow-up to possibly the best water racer in the world has got to be it. To describe it as 'pretty' would be akin to calling Audrey Hepburn 'average at best'.

The delightful water-modelling techniques from the original really have been taken into the next generation for *Wave Race: Blue Storm*. When it comes to racing on choppy water in the rain, with droplets splashing onto the camera *Metal Gear Solid 2*-style, it's practically indistinguishable *from the real thing*. Similarly, the handling of the wet stuff is equally realistic, from the glide of still waters to riding in the ominous-sounding Tsunami Mode, which is somewhat like wrestling a greasy pig in the back of a moving truck.

At E3, the tracks we played were slightly modified versions of three from the N64 version, and the stunts were the same as well. However, numerous gameplay tweaks have been made, such as ramps that give you a turbo boost, and shortcuts – like smashing through a new metal grate under the pier on Southern Beach. Similarly, there are also more 'water features' to take note of. Underwater weeds can get clogged in your engine and slow you down, plus there's even more emphasis on judging the nuances of the waves just right to use them to your advantage.

To accommodate all this, Nintendo's US development arm have added some new control options. You can now crouch (using B) to go faster, which makes you a little less steady on your feet. Y tweaks the camera, the C-stick is used for stuntery, the shoulder triggers for sliding, and the D-stick for movement. However, hit X and you're in for a surprise of the turbo variety – you charge it up by manoeuvring around buoys and pulling off stunts (much like in the forthcoming *SSX Tricky*, also on GC).

There's a worrying amount of annoying in-game speech, but it's a minor niggle in what is otherwise shaping up to be a very worthy successor to Nintendo's racing crown. Just keep counting the days, friends…

TO BE CONTINUED… As soon as we learn more about *Wave Race* on GC, so will you.

Gamecube The final approach

Nintendo prepare for huge launch

So long, Sony. Move over, Microsoft. After wowing the crowds at E3, Nintendo are readying themselves for a frantic eight months, in which the next-generation Gamecube will be catapulted into people's homes right across the planet.

Pre-E3, there were worries for Gamecube's future after a – probably empty – threat by Nintendo president Hiroshi Yamauchi to can the machine if reception at the show was unfavourable. Those fears were soon put to rest in Yamauchi's interview with Japanese newspaper Nihon Keizai Shimbum.

"Nintendo received the same number of E3 visitors as Microsoft," he claims in the interview. "But at the Microsoft booth, visitors just looked and moved on. The Nintendo booth was crowded with people trying out the machine. I believe people are interested in Gamecube's unique software – so, naturally, we'll go ahead with sales as planned."

September 14th and November 5th are now locked down as Gamecube's Japan and US release dates respectively – and, according to rumour, the machine could arrive in Europe as early as February. Nintendo are keen to beat the overhyped Xbox to the shelves in all territories – much to Bill Gates' annoyance, Microsoft's machine will arrive in the US three days after Gamecube – and a February launch here would all but guarantee The Big N the lion's share of the Easter market, especially with a predicted pricetag as low as £160.

Manufacture of Gamecube components is being ramped up as the three launches approach, with almost 5 million of the machine's disc drives planned to be off the production line by November. A recent Nintendo of Japan financial report revealed that they aim to sell at least 4 million Gamecubes worldwide by March 2002, along with 10 million copies of games, with each title expected to sell for around ¥6,800 (£35). Those sales figures are on top of the 23.5 million GBAs and 77.5 million GBA games they expect to shift.

Nintendo aren't yet ready to unveil the amount of cash they'll be spending on marketing Gamecube. "Our philosophy isn't to start off with a [cash] amount," says Nintendo director Satoru Iwata. "Rather, we look at the product, look at the entertainment, what you're trying to package and what you want it to be. Then you think about the best way to convey that to the consumer."

In a veiled reference to Microsoft's Xbox, Iwata goes on, "If you come up with a product people don't actually want, it doesn't matter how much you spend – they still won't want it."

◁ *Nintendo expect to shift four million purple cubes by next year. Crikey!*

△ *With a console like that, we'd be quite proud too, Mr Miyamoto.*

The final outing for Gamecube before its Japanese launch will be at the Nintendo Spaceworld show, held this year in Tokyo on the 25th-28th August. That will also be the general public's first chance to play Nintendo's wondermachine. Miyamoto has hinted heavily at new Gamecube instalments of *Zelda* and *Mario* being there – the latter rumoured to be called *Mario Sunshine* – as well as a slightly modified joypad, and games from Sega, Capcom, Konami, Namco and other big Japanese developers.

By the time you read this, Gamecube will be just two months away from hitting the shops in Japan, so stick with us for every last drop of news as Nintendo take over the world.

SHORT CUTS



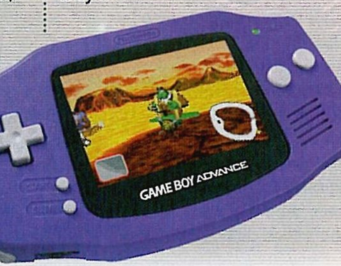
NINESEGASHOW

The burgeoning love affair between Nintendo and Sega looks to be blossoming. Rumours are circulating about the two putting together a joint exhibition for mid-August's Tokyo Spaceworld show. This gives further credence to the suggestion that a joint Mario and Sonic Gamecube title is bubbling away somewhere (as we stated in our Gamecube feature last issue), though Sega are unlikely to alienate other companies (ie, Microsoft) by wholeheartedly jumping into bed with its closest competitor…



GBA TRICK

After mucking around for far too long with our GBA, we've unearthed a little secret. Start up your GBA with any game inside, holding Start and Select all the while. The loading will pause, but you'll hear a sound which is very similar to the quitting noise from *Super Mario World* on the SNES. Press any button to start loading the game again, and the noise will be repeated. Nintendo do like to smuggle little tricks in their machines (eg holding 'Feed' on the Game Boy Printer), don't they…





THQ announce 15 Gamecube titles

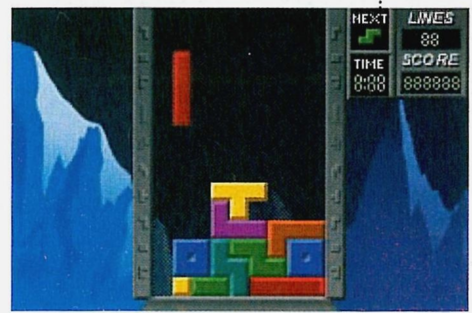
WWF Wrestlemania *leads onslaught*

The publisher who brought *WWF No Mercy* and *Star Wars: Rogue Squadron* to the N64 has announced that they're working on up to 15 titles for the Gamecube – and, yes, a new *WWF* game is amongst them.

WWF Wrestlemania, likely to arrive by Christmas 2002 worldwide, promises 'an even more electrifying experience' than its N64 predecessors. More specific details are scarce, but expect every 'rassler, ring and feature from *WWF No Mercy*, plus a whole lot more packed in. With *WWF Road to Wrestlemania* already in the works for Game Boy Advance, there's a good chance that developers Asmik Ace will take advantage of the Gamecube-GBA link-up capabilities, allowing you to swap data between the two versions.

Other Gamecube titles on their way from THQ include *MX 2003 featuring Ricky Carmichael* and *Jimmy Neutron, Boy Genius* for Spring 2002 and *Rugrats, SpongeBob SquarePants Rocket Power* and *Scooby-Doo* for Autumn (all US dates). Most exciting of all is *Tetris Worlds*, developed by Blue Planet, the same folk behind the upcoming GBA version. "The PlayStation 2 version of *Tetris Worlds* features an online component for uploading scores to the internet," a THQ spokesman revealed to us, "It's possible that the Gamecube version will have similar online connectivity, too."

There's one small slice of 'bad pie' – the UK release of the excellent *Indiana Jones and the Infernal Machine*, which we gave 81% in **N64**/55, has been canned. But with THQ so busy on GC, we'll let them off this once…



Can the Advance version do the same thing for GBA as the original did?

Stone Cold may well warm up a bit if he has 128 bits to play with.

Perfect Dark 2 confirmed

Jo Dark TV show also on its way



The worst-kept of Rare's many secrets is finally out. *Perfect Dark 2* is now officially on Gamecube's agenda, and scheduled for release in Autumn 2002.

Confirmation of the sequel to one of the N64's greatest games came from the unlikeliest of places – a press release issued by two American TV production companies, Fireworks Entertainment and Goodman Rosen Productions. The release described how the pair – creators of such well-known series as Relic Hunter and Andromeda – are planning movies and TV shows based on *Perfect Dark*.

Unsurprisingly, Fireworks and Goodman Rosen are keen to finish work on a TV show in time for *Perfect Dark 2*'s launch, with the movie following later. US screenwriter and producer Peter Lenkov, the man behind Sylvester Stallone vehicle Demolition Man and popular Channel 5 series La Femme Nikita, has already been brought in to develop ideas for shows and films. He began pitching those plans to TV networks and movie studios last month – he and the two companies are hoping that the success of the *Tomb Raider* flick will make a *Perfect Dark* tie-in irresistable to cash-hungry execs.

We contacted Rare for comment on the game itself, who told us they were happy to reveal "nothing at all" about a potential *Perfect Dark 2*. Given its planned 2002 release, we don't expect to see anything on the game until late this year. As soon as we hear more, you'll be the first to know.



If the live-action TV show ends up looking anything like this ad, we'll be satisfied. Fingers crossed, PD fans.





EVER RES EVIL

We've known of the existence of *Resident Evil 0* on Gamecube for quite some time, but Capcom seem to have been swigging heavily from the old T-virus. Apparently the original incarnation of *Resident Evil* may show up on GC, too, with real-time backgrounds and extra stuff to find. Capcom are very keen on doing versions of their back catalogue of *Resi* games on any platform available. This is all decidedly unofficial, but it's exciting stuff anyway.



LYNCH PINNED

US investment company Merrill Lynch has changed their opinion of Nintendo's value, upgrading their recommendation to 'buy' instead of 'accumulate' Nintendo shares. Nintendo have told them of distributors' orders for 4 million Gamecube units in the US alone, putting them on track for their 10.3 million target in the first fiscal year. Equally good news is that monthly Flipper chip production has risen from 600,000 to 1 million units.

GAX APPEAL

Remember a couple of issues ago we said *Iridion 3D*, from German company Shin'en, had a particularly effective sound engine? Well, other GBA developers have noticed this too, and will be incorporating the GAX technology into dozens of their games. Namely, *Tony Hawk's Skateboarding 2, Spiderman: Mysterio's Menace, Earthworm Jim, F-14 Tomcat* – plus more than 20 other games in the future. Well done, chaps.

There are more **SHORT CUTS** on page 14



The show goes on

Nintendo UK show date announced

Back in issue 54 we brought you news of a dedicated Nintendo UK show along the lines of Tokyo's annual Spaceworld exhibition. Since then, some pretty intriguing details have come to light.

First off, it's going to be held in the decidedly swanky Westminster Central Hall, near Westminster Abbey. For the uninitiated, this is the historic setting in which the inaugural meeting of the United Nations was held in 1946. Mahatma Gandhi and General de Gaulle have also put in appearances over the years, as did the Suffragette movement. Such inconsequential happenings are sure to be eclipsed on September 1st and 2nd, with the second day being open to anyone who has an ECTS pass (ie, only members of the videogame industry). Nintendo have had their hands full launching GBA, so can't confirm the show's line-up of games.



Blimey. Imagine that place jam-packed full of Nintendo goodness.

But, it's very likely to be a fusion of the E3 Gamecube and GBA material, plus whatever surprises emerge from Spaceworld. Playable GBAs will be a virtual certainty, and with Gamecube's launch so near, the main games are bound to be playable at London too.

Says David Gosen, MD of sales and marketing, "The Nintendo Show will be a unique experience… The manner in which we unveil our new offerings to the European audience will be a sight not to be missed."

Let's hope so. The grandiose venue's main section is fully equipped for Nintendo's needs and can accomodate up to 2,350 people, plus their eyes which will no doubt be on stalks. With GBA and Gamecube in full effect, the show is bound to be impressive – you can guarantee we'll have the most comprehensive coverage the second it's over.

Andrea left our mag to take up stalking Nintendo's David Gosen full time. What a hunk!

Sega's greatest

More mighty games from the software giant

Sega's bid for the title of top software publisher is going from strength to strength.

Last issue we broke the news that all-time great racer *Daytona USA* and immersive RPG *Phantasy Star Online V2* would be coming to the Gamecube. Now there's more.

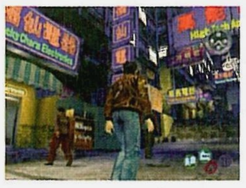
Sega's development teams Sonic Team (responsible for the *Sonic* games, surprisingly), Amusement Vision and AM2 have been working with Gamecube development equipment since last Autumn. Between them, they have produced the likes of *Virtua Fighter 4*, *Ferrari 355 Challenge* and even the mighty *Shenmue*. The final part of the *Shenmue* trilogy won't be appearing on Dreamcast, which raises the distinct possibility of a Gamecube outing – a *very* exciting prospect.

In other news, GC *Monkey Ball* and *Phantasy Star Online V2* have already appeared on American release lists, with prices of $40 and $50 respectively. Rumours have been circulating that *PSO* may not be equipped for online, but far more likely is that the game will be delayed until Nintendo can get their games network up and running. This could take a while – but it'd be fair to suggest that *PSO* will be the Gamecube network's flagship title.

Apart from that, *Jet Set Radio* could be on its way to other consoles – Sega are learning Electronic Arts' lesson that if you want your games to sell, you have to release them on all formats. Wonderful news for fans of Nintendo…



Nintendo's Satoru Iwata here describes himself as something of a middleman, so he's vital in the whole process of linking the giants.







Shenmue 2, Phantasy Star Online *and* **Jet Set Radio Future.** *A stunning line-up, no doubt, and quite possibly on their way to Nintendo's Gamecube. Wow.*

NEW GOODS

We'll be rounding up every GBA accessory on the shelves in **N64**/58. In the meantime, here's a few of the best bits and bobs to be going on with. Oh, and a watch...

BATTERY GRIP

Mad Catz • High St • £14.99

It's not often that we welcome something that makes a Game Boy less portable, but in this case we make an exception.

One of the biggest complaints we've had about GBA – other than the fact that it's so dark – is that, after prolonged use, your fingers really start to ache. This neatly designed Battery Grip is an excellent way to remedy the situation. The fact that it makes everything so much chunkier is perfect for adult hands, and it comes with a battery pack inside, so you can charge it up for 15 hours worth of play. Ta very much!

85%

LINK CABLE

Mad Catz • High St • £9.99

If you want a description of this item then you need taking into the barn to have your head blown off. It's a link cable, for crying out loud! The only thing you need concern yourself with is how much it costs, and as it happens, it's yours for a rather favourable price – favourable in so far as it's three quid cheaper than its competitors.

Another quick word of advice – if someone whips you across the back of the thighs with it, it *REALLY* stings. So there you have it. That's it. No, really, that's it. Hey, quit staring, buddy! I said get outta here! (That's enough of that, thankyou – *Ed*).

82%



LIGHT MAGNIFIER

Mad Catz • High St • £9.99

Anyone who's bought a GBA will no doubt confirm that unless you're playing it with anything other than a nuclear-powered light-bulb behind you, you can't see diddly.

Thankfully, Madcatz have come to the rescue with this Light Magnifier, which needs its own pair of AAA batteries to light up the screen. The magnifier will enlarge and enhance the screen by about 150%, giving you better definition of the GBA's tasty visuals.

Neither of the item's functions are of the highest quality, but at the price, the Light Magnifier is certainly functional. Could be better, but certainly not the worst we've seen.

79%

GBA ROLLCAGE

Mad Catz • High St • £9.99

Pretty weird, this. As the name suggests – it's a roll cage that's designed to stop your GBA getting damaged. Made up of sturdy alloy bars and a rubber grip, it's surprisingly comfortable to hold and allows you easy access to the GBA's controls – although it denys you use of any other peripherals you may have purchased.

To begin with, we were rather dubious about its usefulness but after Mark dropped his own GBA and scuffed a whopping great trench across the screen, we've decided its invaluable. If you've forked out 90 nicker for your hard-earned handheld, you'd do well to equip yourself with one of these bits of kit.

80%



STARTER PACK

Mad Catz • High St • £24.99

Not a bad little bundle at all. Inside, you'll find pretty much everything for your gaming needs. There's a light magnifier, a car adaptor for those long journeys, a rechargeable battery pack giving you up to 15 hours worth of continuous play and that all important link cable for multi-play.

To give you an idea of the value of the pack, the link cable and light magnifier will cost you a tenner each to buy separately. So, you're essentially getting yourself a couple of different power supplies for a mere five quid extra. All the items packed into this pack are of a decent quality too, so there's no real need to complain.

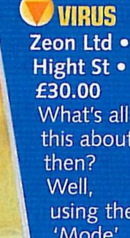
82%

VIRUS

Zeon Ltd • Hight St • £30.00

What's all this about then? Well, using the 'Mode' button and the revolving plastic spindly thing on one side, you can access a variety of 'great' games, such as 'punch the rotating balloon in the face' and 'guide the bloated balloon down the road without getting squashed'. What will they think of next. And as if this wasn't enough to have you soiling yourself with uncontrolled excitement, you can acquire credit points from the games, which you can trade with your friends via the infa red link. Oh yeah, and cunningly it doubles as a watch too – albeit a pretty ugly one we reckon. One for the bin, then.

55%



WIN!

GBA ROLLCAGE



Your GBA is a very precious little thing, and not to be trusted in frail human hands. With that in mind, we've decided to treat you to a handy rubber rollcage thing if you answer this question.

Where does rubber come from?

a) The bones of dinosaurs
b) Trees
c) The moon

The first lucky reader to have their correct answer pulled from our compo box will receive a big kiss and a rollcage in the post.

Send your answer on a postcard, a stuck-down envelope or some such similar thing to the following address:

Smells Like Burning Rubber Competition,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.

All entries must be on our desks by Tuesday 7th August or they can't be accepted, more's the pity. If you're silly enough to send in several entries, at least be clever enough to send them on different days, eh? Honestly. Some people. Really. Tsk.





GBA SELLS



In a masterstroke of marketing, Nintendo have included a picture of Gamecube on the back of the GBA box, since one can be used as a controller for the other. Now, not many folk are really aware of Gamecube yet, but with what is effectively such an enormous free advertising campaign, that little addition should do a lot of good. GBA is selling by the million, and every single GBA owner will have Gamecube subliminally planted into their brain. Hahahaha!

MAKING WAVES

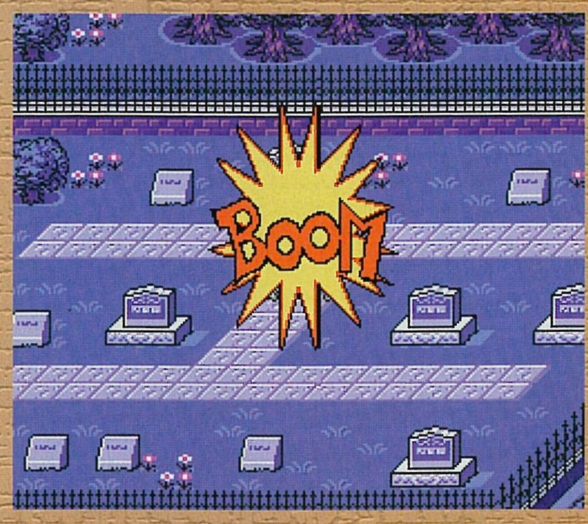
Details are coming to light of an ingenious new GBA peripheral devised by Pelican Accessories. The Air Wire will employ 900 MHZ technology (eh?) to connect up to four units together wirelessly from up to 20 feet apart. What's more, the device may apparently be able to do the same thing with a Gamecube, turning your GBA into a small Wavebird of sorts. If Pelican develop it, others are sure to follow – so a UK release seems likely.

DYACK ATTACK!

Denis Dyack, of Silicon Knights has been slating 'catch-all' consoles, applauding GC's dedication to pure gaming, hinting that, "One of these platforms will fail, and you're going to see a lot of companies go under". If you say so, Denis.

RETROWORLD

Like a trip down memory lane, only with games...







EARTHBOUND

Nintendo • 1994

Nintendo's underplayed and criminally underrated RPG, *Earthbound* was the first game to feature *Super Smash Bros'* Ness. Set in the modern world (1990s), in a place called Eagleland, *Earthbound* revolved around the becapped one's destiny – to save the world from the 'Giagas' and, oddly enough, his next-door neighbour.

Plunged into a cute, RPG world where all the tried-and-tested roleplaying elements came into play, you walked, talked and battled your way to success. But while *Earthbound* didn't win any awards for originality, there were a number of aspects to the game which some developers – the likes of Squaresoft, in particular – would do well to note.

First and foremost, while the turn-based battle system itself was pretty standard, the fact that you could pinpoint enemies on a map and avoid them when necessary was a welcome change from the frustrating random encounters of similar titles. Even better though, was that Ness, once of a certain strength, could defeat weaker monsters automatically, making the tiresome intrusion of multiple super-easy battles unnecessary.

Perhaps the most endearing aspect of *Earthbound* was its weirdness. Enemies were never slain – instead, after a hefty battering with a bat, the opposing hippy or pool of sick (we kid you not) would be 'tamed'. And all to the most trippy, pulsating fractal backdrop you've ever clapped eyes on.

Often criticised for being too childish, *Eartbound* is still seen as one of the SNES' finest – and an excellent parody of the genre.

ICE CLIMBER

Nintendo • 1984

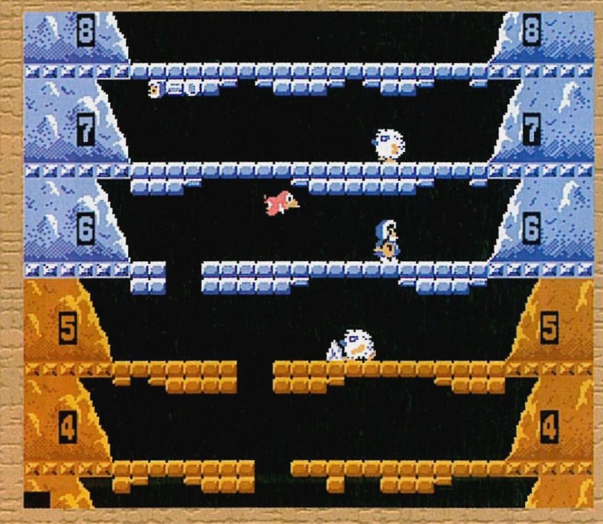
Taking a leaf straight out of the arcade classic *Donkey Kong*, *Ice Climber* was another reach-the-top-without-hitting-the-obstacles game from Ninty.

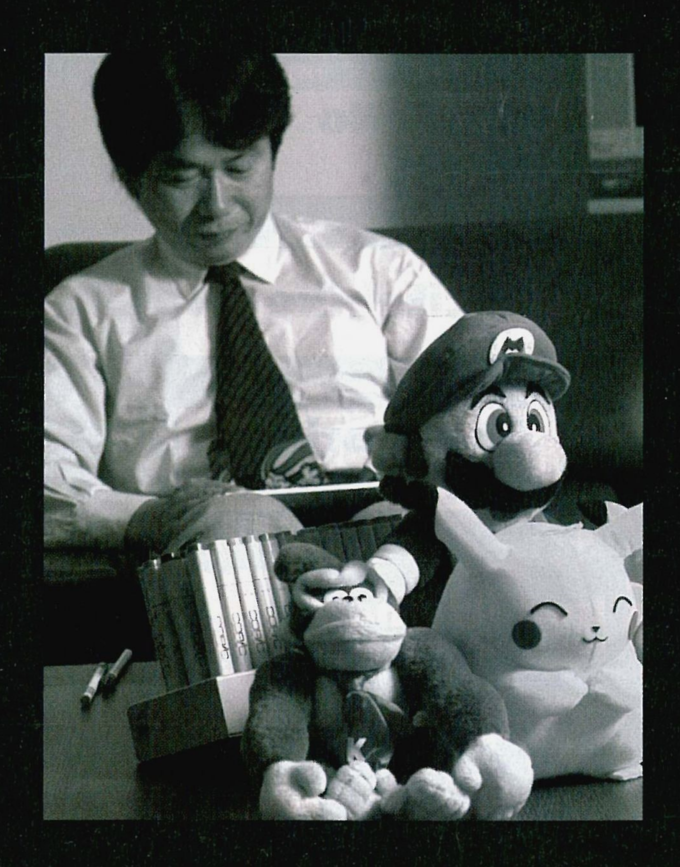
This time, though, rather than guiding a moustachioed plumber along steel girders and up ladders to rescue a princess from a giant ape, your task was to take control of a hammer-wielding eskimo and break through ice sheets, in order to rescue an aubergine from a red bird (?). The least said about the Eskimo's motivation, then, the better. But while *Ice Climber* was never likely to be a *DK* beater, it proved a mildly enjoyable little number nonetheless.

In order to be successful, you needed to bash through the platforms above you. Once a wide enough hole had been made, you could then jump to the next one up and repeat the process. And after climbing through eight levels, you reached the bonus stage where little bashing was necessary – instead, your only goal was to collect all the aubergines in a set time limit before moving on to the next, more difficult mountain.

Throughout *Ice Climber*, you could expect to face all kinds of nasties, ranging from penguins – who irritatingly filled in your holes – to falling icicles which threatened to slice through your fleecy hood at every opportunity. By the time you reached the final stages, only the hardcore, and those who could put up with the dodgy collision detection would survive. Ah, bless.







What is Nintendo's Shigeru Miyamoto, the world's most respected videogame designer, working on now?

To find out, turn to page 93.

INFORMATION Station

chart updates • release list • most wanted • most played



Planet 64 Information Station is your one-stop spot for tracking release dates of forthcoming titles, checking on the sales of those already out, and keeping tabs on which games are most eagerly awaited. Fill in the coupon with your votes, or just include them with your letter or competition entry. We want to know what you think and we don't care how you tell us!

GAME Top 10 Official N64 chart

Tips for Top 10 on p68

Pos	Game	Publisher	Released	Movement	N64 review
1	Banjo-Tooie	Rare	Released 05/01	Last month's position – 1	Issue 54 81%
2	Conker's Bad Fur Day	Rare	Released 04/01	New entry	Issue 53 89%
3	WWF No Mercy	THQ	Released 12/00	Last month's position – 2	Issue 49 92%
4	Excitebike 64	Nintendo	Released 07/00	New entry	Issue 43 90%
5	The World is not Enough	EA	Released 12/00	Last month's chart position – 3	Issue 49 88%
6	Indiana Jones	THQ	06/01	New entry	Issue 55 81%
7	WCW vs nWo World Tour	THQ	02/98	New entry	Issue 12 70%
8	Majora's Mask	Nintendo	Released 11/00	Last month's chart position – 1	Issue 49 96%
9	Xena Warrior Princess	Titus	Released 12/00	New entry	Issue 36 81%
10	Perfect Dark	Rare	Released 06/00	Last month's chart position – 9	Issue 42 96%

Top 5 Import chart

Source: CA Games (0141 334 3901)

Pos	Game	Publisher • Genre	N64 review
1	Sin and Punishment	Nintendo • SHT	Issue 51 • 89%
2	Pokémon Stadium G/S	Nintendo • SPT	Issue 55 • 90%
3	Kirby 64: The Crystal Shards	Nintendo • ACT	Issue 57 • 72%
4	Animal Forest	Nintendo • ETC	Issue 56 • 80%
5	Harvest Moon 64	Natsume • ETC	Issue 39 • 90%

N64 5 Most played

Pos	Game	Publisher	Genre	N64 review
1	Conker's BFD	Rare	ACT	Issue 53 • 89%
2	Majora's Mask	Nintendo	ACT/RPG	Issue 49 • 96%
3	Super Smash Bros	Nintendo	FGT	Issue 36 • 90%
4	Excitebike 64	Nintendo	RAC	Issue 49 • 88%
5	The World is Not Enough	Eurocom/EA	ACT	Issue 49 • 88%

N64 5 Most wanted

Pos	Game	Publisher	Genre	Release
1	Sin & Punishment	Nintendo	ACT	JPN: Now, UK: TBA
2	Animal Forest	Nintendo	ETC	Jap: Now, UK: TBA
3	Mario Party 3	Nintendo	ETC	JPN: Now, UK: TBA
4	Paper Mario	Nintendo	RPG	US: TBA, UK: TBA
5	Pokémon Stadium 2	Nintendo	FGT	US: March, UK: Nov

Readers 5 Most played

Pos	Game	Publisher	Genre	N64 review
1	Mario Tennis	Nintendo	SPT	Issue 47 • 91%
2	Perfect Dark	Rare/Nintendo	ACT	Issue 42 • 96%
3	GoldenEye	Rare/Nintendo	ACT	Issue 9 • 94%
4	Pokémon Stadium	Nintendo	FGT	Issue 41 • 90%
5	Conker's BFD	Rare	ACT	Issue 53 • 89%

Readers 5 Most wanted

Pos	Game	Publisher	Genre	Release
1	Paper Mario	Nintendo	RPG	US: TBA, UK: TBA
2	Pokémon Stadium 2	Nintendo	FGT	US: March, UK: Nov
3	Mario Party 3	Nintendo	ETC	JPN: Now, UK: TBA
4	Animal Forest	Nintendo	ETC	Jap: Now, UK: TBA
5	Sin & Punishment	Nintendo	ACT	JPN: Now, UK: TBA

ULTRA RELEASE LIST

The latest information on every N64, Game Boy Advance and Gamecube title currently in development – updated monthly.

Easy-to-spot UK release dates – just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
July 2001			
High Heat Baseball 2001	Nintendo	GBA	UK
Klonoa Empire of Dreams	Namco	GBA	US
Pac-Man Collection	Namco	GBA	US
August 2001			
Mario Kart Advance	Nintendo	GBA	US/JAP
September 2001			
Luigi's Mansion	Nintendo	NGC	JAP
Paper Mario	Nintendo	N64	UK
Pikmin	Nintendo	NGC	JAP
Spider-Man: Mysterio's Menace	Activision	GBA	US
Starfox Adventures	Nintendo	NGC	JAP
Super Smash Bros Melee	Nintendo	NGC	JAP
Virtua Striker v2001	Sega	NGC	JAP
Wave Race: Blue Storm	Nintendo	NGC	JAP
October 2001			
Doom	Activision	GBA	US/UK
ET: The Extra-Terrestrial	Ubi Soft	GBA	US
Golden Sun	Nintendo	GBA	US
Pokémon Stadium 2	Nintendo	N64	UK
Powerpuff Girls	BAM!	N64	US
Tony Hawk's Pro Skater 2	Activision	N64	US
Shaun Palmer's Pro Snowboarder	Activision	GBA	US
November 2001			
18-Wheeler: American Pro Trucker	Acclaim	NGC	US
Advance Wars	Nintendo	GBA	US/UK
All-Star Baseball 2002	Acclaim	NGC	US
Animal Forest	Nintendo	NGC	US
DK Coconut Crackers	Nintendo	GBA	US/UK
Extreme G 3	Acclaim	NGC	US
Frogger	Konami	GBA	US/UK
Legends of Wrestling	Acclaim	GBA	US/UK
Luigi's Mansion	Nintendo	NGC	US
Mario Party 3	Nintendo	N64	UK
Madden NFL 2001	EA Sports	NGC	US
NBA Courtside 2002	Nintendo	NGC	US
NFL Blitz 20-02	Midway	NGC	US
NFL Quarterback Club 2002	Acclaim	NGC	US
NHL Hitz 20-02	Midway	NGC	US
Rogue Spear	Ubi Soft	NGC	US
Star Wars: Rogue Leader	Lucasarts	NGC	US
Starfox Adventures	Nintendo	NGC	US
Spyro the Dragon	Universal	GBA	US/UK
Super Smash Bros Melee	Nintendo	NGC	US
Universal Studios	Kemco	NGC	JAP/US
Wario Land Advance	Nintendo	GBA	US/UK
Wave Race: Blue Storm	Nintendo	NGC	US
December 2001			
Batman	Ubi Soft	NGC	US
Eternal Darkness	Nintendo	NGC	US
Mario Party 3	Nintendo	N64	UK
The Powerpuff Girls	BAM!	N64	UK
Rogue Spear	Ubi Soft	GBA	US/UK
Pikmin	Nintendo	NGC	US
2002			
All-Star Baseball 2002	Acclaim	NGC	ALL
Animal Forest	Nintendo	NGC	US/UK
Crazy Taxi	Acclaim	NGC	ALL
Creatures	Swing!	NGC	ALL
Dave Mirra Freestyle BMX 2	Acclaim	NGC	US/UK
Donald Duck	Ubi Soft	NGC	ALL
Extreme G 3	Acclaim	NGC	US/UK
Final Fight One	Capcom	GBA	US/UK
First-person shooter*	Saffire	NGC	ALL
Hot Wheels	THQ	NGC	ALL
Jeremy McGrath Supercross	Acclaim	NGC	US/UK
Jimmy Neutron Boy Genius	THQ	NGC	ALL
Kameo: Elements of Power	Rare	NGC	ALL
Largo Winch	Ubi Soft	NGC	ALL
Legends of Wrestling	Acclaim	NGC	ALL
Luigi's Mansion	Nintendo	NGC	UK
Madden NFL 2001	EA Sports	NGC	US/UK
Mario Kart Advance	Nintendo	GBA	UK
Monkey Ball	Sega	NGC	ALL
NBA Courtside 2002	Nintendo	NGC	UK
NFL Blitz 20-02	Midway	NGC	US/UK
NFL Quarterback Club 2002	Acclaim	NGC	US/UK
NHL Hitz 20-02	Midway	NGC	US/UK
Phantasy Star Online v2002	Sega	NGC	ALL
Rally Simulation	Ubi Soft	NGC	ALL
Raven Blade	Nintendo	NGC	ALL
Rayman Tribe	Ubisoft	NGC	ALL
Resident Evil: 0	Capcom	NGC	ALL
Robocop*	Titus	NGC	US/UK
Rogue Spear	Ubi Soft	NGC	US/UK
Star Wars RPG*	LucasArts	NGC	ALL
Star Wars: Rogue Leader	Lucasarts	NGC	UK
Starfox Adventures	Nintendo	NGC	UK
Street Fighter	Capcom	GBA	US/UK
Super Smash Bros Melee	Nintendo	NGC	UK
Tarzan	Ubi Soft	NGC	ALL
Tetris Worlds	THQ	GBA	ALL
The Land Before Time	Universal	NGC	ALL
The Road to El Dorado	Ubi Soft	NGC	ALL
Tony Hawk's Pro Skater 3	Activision	NGC	ALL
Turok Evolution	Acclaim	NGC	ALL
Rugrats	THQ	NGC	ALL
Scooby-Doo	THQ	NGC	ALL
Spider-Man: The Movie	Activision	NGC	ALL
SSX Extreme	EA Sports	NGC	US/UK
Wave Race: Blue Storm	Nintendo	NGC	UK
TBA			
Advanced Columns	Sega	GBA	ALL
Animal Leader	Nintendo	N64	ALL
Banjo-Kazooie	Nintendo	GBA	ALL
Breath of Fire 1	Capcom	GBA	ALL
Breath of Fire 2	Capcom	GBA	ALL
Crash Bandicoot: Wrath of Vortex	Konami	NGC	ALL
Crouching Tiger, Hidden Dragon	Universal	NGC	ALL
Diddy Kong Pilot	Rare	GBA	ALL
Donkey Kong Racing	Rare	NGC	US/UK
Doshin the Giant	Nintendo	NGC	ALL
Duke Nukem Forever	Infogrames	NGC	ALL
Echo Delta	Nintendo	N64	ALL
Galleon	Interplay	NGC	US/UK
Jurassic Park III	Universal	ACT	US/UK
Legend of Zelda	Nintendo	NGC	ALL
Mario Kart for Gamecube	Nintendo	NGC	ALL
Metroid 4	Nintendo	GBA	ALL
Metroid Prime	Nintendo	NGC	ALL
Mickey for Gamecube	Capcom	NGC	ALL
Perfect Dark 2*	Rare	ACT	ALL
Picassio	Promethean	ACT	ALL
Pocket Music GBA	Nintendo	GBA	ALL
Sabre Wulf Rumble in the Jungle	Rare	GBA	ALL
Saffire	Saffire	ACT	US/UK
Sonic The Hedgehog Advance	Sega	GBA	ALL
Spyro the Dragon	Universal	NGC	ALL
Street Fighter Alpha 3	Capcom	GBA	ALL
Thornado	Factor 5	ACT	US/UK
Tony Hawk's Pro Skater 2	Activision	N64	US
Ultimate War	Seta	N64	ALL
WWF Road to Wrestlemania	THQ	GBA	ALL

*working title only

cut and send



VOTE!

There's only one way we can keep track of your gaming needs, and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER James Taylor of Dartmouth wins a copy of Perfect Dark.



INFORMATION station

Top 5 vote 'n' draw

My five most played games are:	My five most wanted games are:

Name

Address

Postcode

Game wanted

The N64 and Gamecube games of the future

QUICK JUMP TO PIKMIN p20 ETERNAL DARKNESS p20 METROID PRIME p21

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PIC

Tony Hawk's Pro Skater 2

McTwist again, like we did last summer.

Tony's brilliant antics on GBA got us all sweaty and excited – and now there's the news that Activision are gifting the N64 with the much-acclaimed sequel to what is undoubtedly the world's best videogame plankrider.

Tony Hawk's 2 is no mere update, however. There are now functions such as create-a-skater and even create-a-park. The latter of these will feature countless objects, rails and pipes – nothing like *Excitebike*'s limited repertoire. The create-a-skater will, in *No Mercy* fashion, permit you to generate your own skater from the ground up, and that's on top of being able to refine an existing pro's list of tricks. You can even dress the little poppets.

That's not all, however. The trick system has seen quite a lot of attention, so that even more silly combos are possible. The lynchpin of this new trick system is the 'manual', which the uninitiated will know as 'a wheelie'. By going into a manual as you leave one trick, you can keep your chain of stunts going (if you can keep your balance, that is) and segue into a new trick. So, if you thought the first game's combos got silly, just wait for *Tony 2*…

If you've ever played the PlayStation version, you'll know pretty much what to expect – apart from a new arena which is strictly exclusive to N64. However, Activision are aiming to avoid a restrictive certificate, so the blood will once again be removed, and some of the more smutty song lyrics will mysteriously vanish.

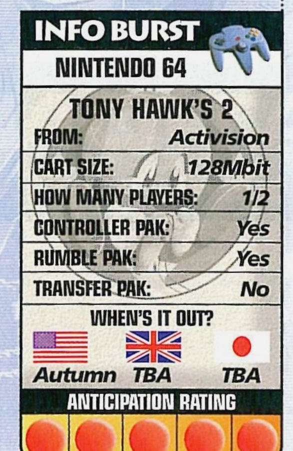
It has to be said that a UK release for *Tony 2* is quite uncertain. It's definitely out in the nearish future Stateside, but the jury's still out on whether we Brits will be able to pop down the road and pick up a copy. If you're an import gamer, start saving *now*.

Q & A

Is it all set in the USA again?
No, no. While many of the levels are set in places like Philadelphia and Manhattan, you'll stray abroad to Marseille for a competition, and even a bull ring.



Is there any new multiplayer stuff?
A Tournament Mode, which is a version of the latter stages of the original – take it in turns to bag the highest score, with up to eight humans taking part. An upgraded version of H-O-R-S-E (or C-H-U-F-F-E-R as it's known round these parts) will also be included, as well as a decidedly vicious Skate Tag game. Looks like fun.



INFO BURST

NINTENDO 64

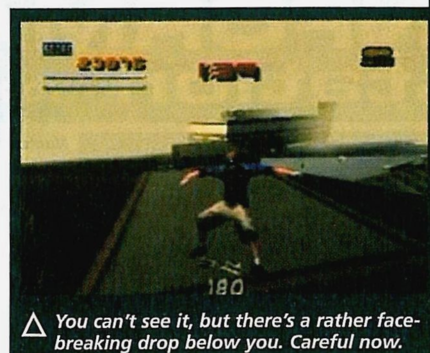
TONY HAWK'S 2

FROM:	Activision
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

USA	UK	Japan
Autumn	TBA	TBA

ANTICIPATION RATING



You can't see it, but there's a rather face-breaking drop below you. Careful now.



The bullring is one of the harder levels. The bull doesn't help, too.

We feel a gnarly ollie-grind combo coming.

The top-hole camera system doesn't need to be changed at all. Nicely.

That's Tony, larking about in the ace schoolyard level.

Dave Mirra Freestyle BMX 2

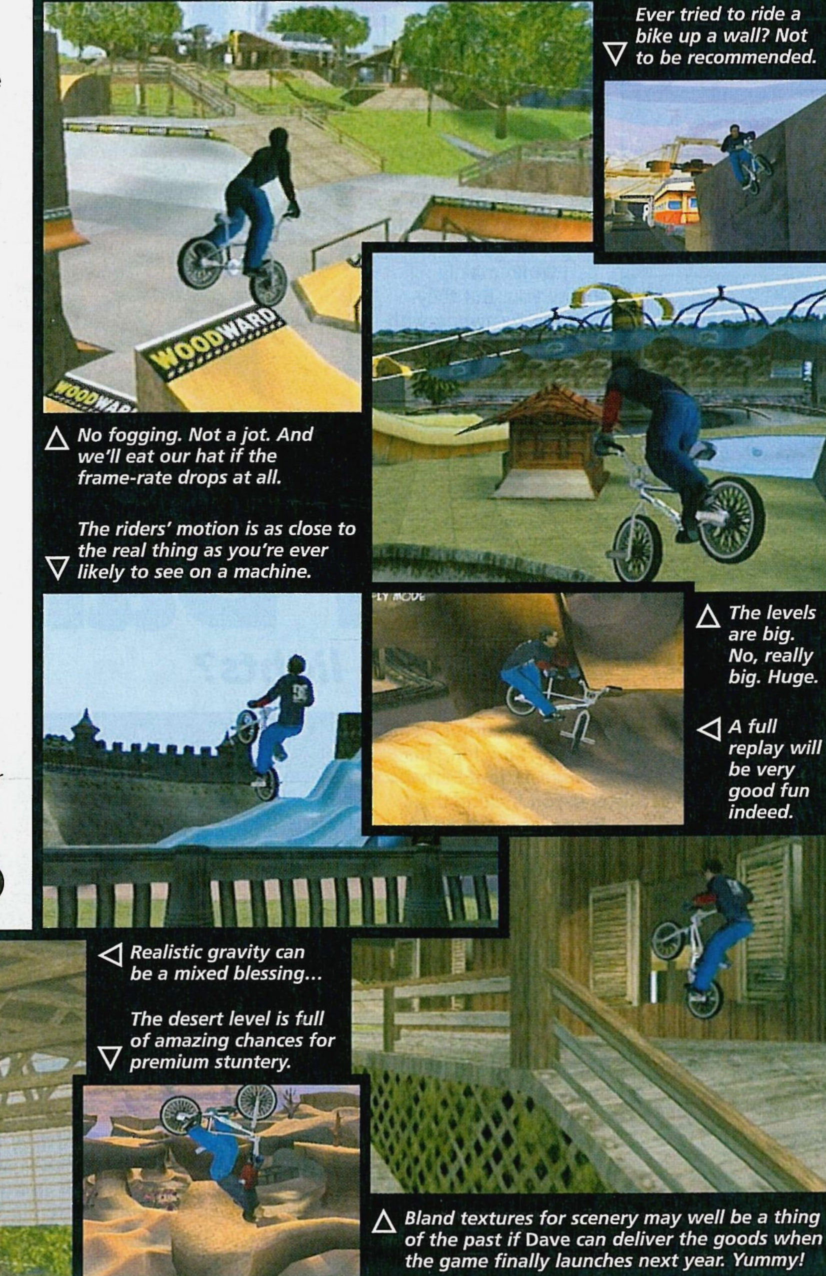
I love to ride my bicycle, I love to ride my bike.

For those who just can't get enough 'extreme' vehicular action, there's now a choice: *Tony Hawk's* or *Dave Mirra*, the latter – obviously – giving it some on two wheels rather than four.

The sequel to last year's stunter will be appearing on all the next-gen formats, though we saw both the PS2 and Gamecube versions at E3 and there was frankly no contest. *Dave Mirra 2* on Gamecube is looking rather tasty indeed. It's spread out on enormous city levels, where you'll undertake the same sort of malarkey as you would in *Tony Hawk's*, but this time with the aim of unseating Dave 'Miracle Boy' Mirra as the world's finest pushbike operator.

All in all, there are more than 1,500 trick possibilities – you can hop on, off and around buildings, park benches, fire hydrants and mail boxes if you really want to show off – so things shouldn't get too repetitive, especially with a plethora of secret areas to find. And unlike *Tony*'s comparative ghost towns, the gorgeous cities you bike around in *Dave* are 'alive', so expect collision after collision with cars, buses and even wandering pedestrians.

Dave Mirra 2 also features its own custom rider and park editors, so you can tinker to your heart's desire. And, as is par for the course these days, there will be a thumpin' East Coast punk soundtrack to entertain the ears. Be prepared to get on your bike and ride sometime in 2002. Ⓝ



Ever tried to ride a bike up a wall? Not to be recommended.

No fogging. Not a jot. And we'll eat our hat if the frame-rate drops at all.

The riders' motion is as close to the real thing as you're ever likely to see on a machine.

The levels are big. No, really big. Huge.

A full replay will be very good fun indeed.

Realistic gravity can be a mixed blessing...

The desert level is full of amazing chances for premium stuntery.

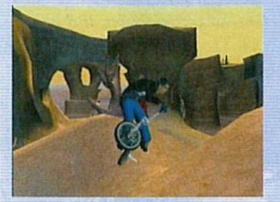
Bland textures for scenery may well be a thing of the past if Dave can deliver the goods when the game finally launches next year. Yummy!

Q & A

Looks like there are logos in there.
Well spotted. There'll be plenty of real-life companies involved, lending their names to the scenery and the bicycles themselves. All in the purposes of realism, mind, and nothing to do with cash.

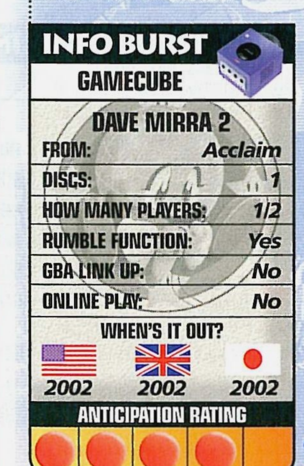
Any multiplayer fun?
Oh, yes. There are no fewer than ten minigames, including the Bikathlon, which is a tournament comprised of all the other games put together. Should be a bit of a treat, although it's a shame that only two, rather than four players are invited to battle it out.

What's best about *Dave*, then?
Probably the sheer size of the levels. They really are very large, even in comparison with Tony Hawk's, and take full advantage of Gamecube's



power to avoid fogging, pop-up and the like. This'll make just pottering around the locations a real joy.

Anything else?
As ever, there's a full replay mode which'll allow you to recreate those bullet-time camera swings at your leisure. Re-run the fun!



INFO BURST
GAMECUBE

DAVE MIRRA 2	
FROM:	Acclaim
DISCS:	1
HOW MANY PLAYERS:	1/2
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
2002	2002	2002

ANTICIPATION RATING





Pikmin

Hello, big monster! Hello, little weed!

Picture the scene. Shigsy's pottering about his garden, taking photographs of ants (don't ask). Then, a lightbulb pops up over his head as he comes up with another idea for a game.

Fast-forward to E3 and he's waggling a Wavebird controller around, making hordes of little men with plants coming out of their heads move about. In *Pikmin*, you see, you're a spaceman who has to reclaim the lost parts of his crashed spaceship with the aid of the little people called Pikmin.

Pikmin mainly follow you. But they can also be swung with the C-stick to go beneath you, to your left and so on, in order to avoid hazards. They can be sent individually or en masse to kill baddies and achieve objectives. They can also be evolved into one of three different forms – Bud, Leaf and Flower – each with its own tendencies and abilities.

Oh, and there's a day-night system, too – we guarantee you'll cry genuine tears the first time you get caught out in the garden at night-time when the monsters gobble your chums. Tremendous stuff.

INFO BURST – GAMECUBE

PIKMIN	
FROM:	Nintendo
DISCS:	1
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	2002	Sept

ANTICIPATION RATING: 4/5

Q & A

So it's set in a garden, then.
Sort of. Both you and your friendly Pikmin are tiny in comparison to the scenery and the monsters that inhabit it, so everything is oversized in an Army Men kind of way, only cuter.



However, what really impressed us was the detail. You can zoom in with the triggers, and every blade of grass or bit of scenery is so accurately represented that there's no loss of graphical quality whatsoever. Yowsers.

Any prospect of some multiplayer goings-on?
Doesn't look like it. It'd be hard to imagine that sort of action being displayed for four players on the same screen, more's the pity.



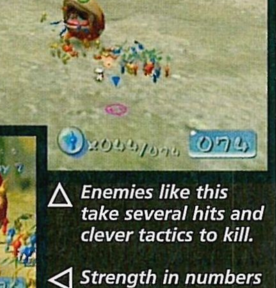
Aw, look at their little faces. Bless.

Our hero has quite a task ahead of him.



The mothership is the base of operations.

Strength in numbers is the answer here.



Enemies like this take several hits and clever tactics to kill.

Eternal Darkness

Dare you turn out the lights?



At E3, *Eternal Darkness* author Denis Dyack refused to say how long his baby has been in gestation. Perhaps that's because, if you include the hours laboured on both N64 and Gamecube versions, developer Silicon Knights have spent a good *four years* on *ED*.

But every second of that Shigsy-rivalling development period has been well spent. *Eternal Darkness* is an epic 60-hour quest spanning a good 2,000 years of world history – and while it's easy to make comparisons with *Resident Evil*, Silicon Knights' game is a more mature, more disturbing and *much* better-looking rival to Capcom's survival horror series.

Little was revealed about *Eternal Darkness'* plot at E3 – Denis wants the shocks and surprises to come thick and fast when its released – but with Edgar Allen Poe quotes littering the game, and real Latin speech cropping up in cut-scenes, this is far from a cosy bedtime story. Much more next month.

INFO BURST – GAMECUBE

ETERNAL DARKNESS	
FROM:	Nintendo
DISCS:	1
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	TBA

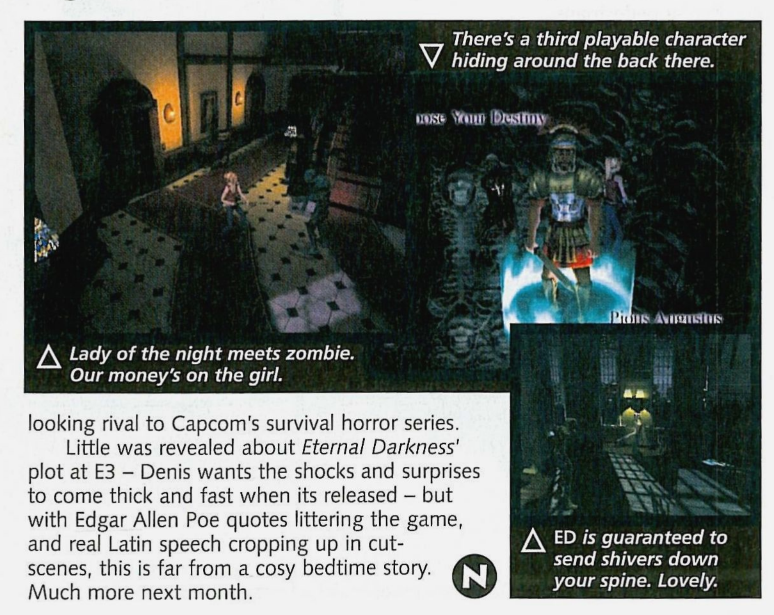
ANTICIPATION RATING: 5/5

Q & A

How can a game be disturbing?
Like this: at various points, weird things will happen. Perhaps your character's limbs will fall off, or all your hard-earned items disappear. Whatever the effect, seconds later, it'll be gone – which Silicon Knights hope will gradually lead you to doubt your own sanity.

Multiple characters, to play as, then?
Yep, yep. Two were shown at E3 – the Russell Crowe-alike Roman centurion, and a young lady who'd sit happily in the Resi games. Ten more are promised to feature in the game proper.

What are loading times like?
Non-existent. In fact, Silicon Knights had to artificially slow down the pause between rooms to make it feel more 'natural'. That's the power of Gamecube for you, folks. Yum.



There's a third playable character hiding around the back there.

Lady of the night meets zombie. Our money's on the girl.

ED is guaranteed to send shivers down your spine. Lovely.



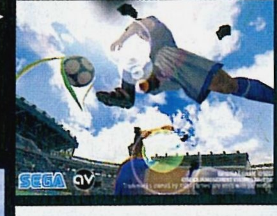
Virtua Striker 3 Ver. 2001

Sega have us dribbling.

One day soon, Konami will send us over the moon, Brian, by finally revealing *ISS* on Gamecube. Until then, we'll have to make do with *Virtua Striker*, an unashamedly arcadey take on the beautiful game.

The GC's first Sega Sports game is based on recent coin-op *Virtua Striker 3*, and it's no surprise to see it sporting (ha!) some splendid visuals. Blades of grass are ripped from the ground as stud meets turf, instant replays offer heart-stopping views of the ball sailing into the net, and everything – from the ever-flapping supporter's flags in the crowd to the creases on the player's shorts – moves with near-nauseating smoothness. Even the grass patterns mowed into the pitch look unfeasibly authentic.

There's no release date for *Virtua Striker* in any territory yet, but we'd be shocked if it wasn't ready in time for GC's launch. And if it isn't followed up with *Virtua Fighter* and the superb *Virtua Tennis*, we'll eat our shinpads.



Nice lens flare, but not a very useful camera angle.

All the skills from the arcade version of Virtua Striker 3 are replicated on the Gamecube.

We can feel a glorious goal coming on. Get ready to roooaaar! Ahem.



INFO BURST
GAMECUBE

VIRTUA STRIKER 3	
FROM:	Sega
DISCS:	1
HOW MANY PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	TBA

ANTICIPATION RATING

Q & A

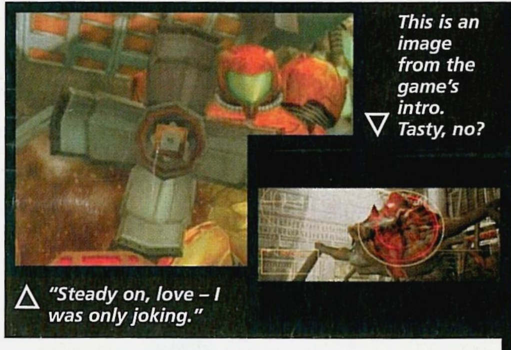
Arcade-style football, eh?
Yes, don't expect any brain-meddling stats screens, in-depth tactics, or even a use for more than two of the Gamecube joypad's buttons. Virtua Striker has three main controls – pass, shoot and tackle – which makes for some gratifyingly fast and uncomplicated play.

Real players?
No FIFA or UEFA licenses involved, so you can rest easy in the knowledge that Beckham's ill-advised mohican won't be putting in an appearance.

Looks good – you sure these aren't coin-op shots?
Trust us, they're not. If we'd had space, we would have shown ones with the Nintendo logo on the billboards surrounding the pitch. These are Gamecube-quality shots. Just look at the clouds! Remarkable, as David Coleman might say.

Metroid Prime

Ready the earmuffs – Samus is back with big, big guns.



This is an image from the game's intro. Tasty, no?

"Steady on, love – I was only joking."



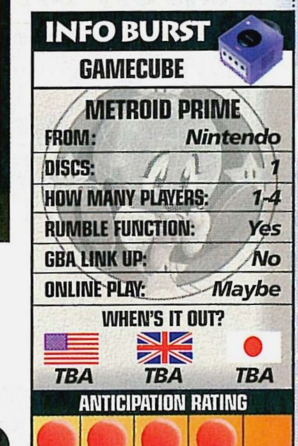
Galactic superheroes are required by law to make a grand entrance. Samus is no exception.

What's this stumpy little shuttle for? Beats us.

Yes, it attracted the greatest number of whoops and cries of 'Awesome!' from the US contingent at E3. But of all Ninty's Gamecube titles, *Metroid Prime* posed the most unanswered questions – and is by far the furthest from completion.

Still, what we've seen so far – a ten-second snatch of FMV and a few shots of potential environments – does indeed look awesome. *Metroid Prime* is a "first-person adventure", and the interior designs definitely have a first-person, almost *Perfect Dark* feel about them – this looks to be a much darker game than its prequels. The visuals are phenomenal, although we're hoping developers Retro Studios can exorcise the jerkiness that was horribly evident in the E3 video.

With Shigsy keeping a close eye on Retro, *Metroid Prime* should marry shooting, item-collecting and adventuring to simply stunning effect. We'll hopefully see new footage at the Spaceworld show in August – more then.



INFO BURST
GAMECUBE

METROID PRIME	
FROM:	Nintendo
DISCS:	1
HOW MANY PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	Maybe

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	TBA

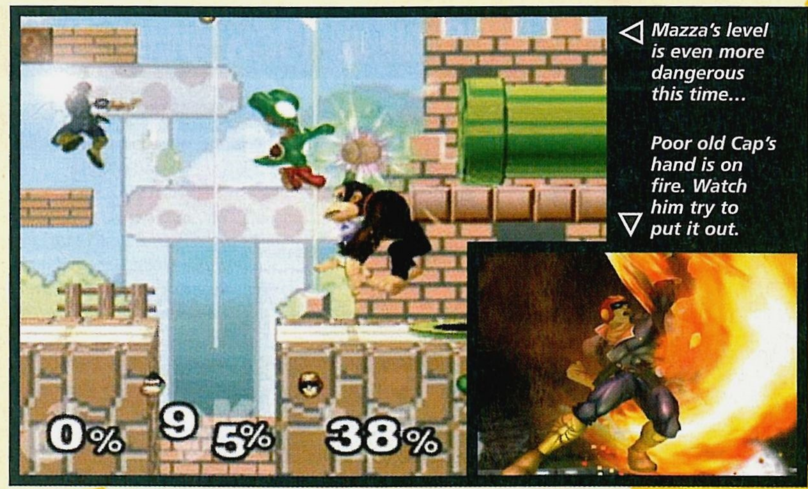
ANTICIPATION RATING



So, Samus is back.
It's worth remembering that this is the first 3D outing for everyone's favourite bio-suited heroine. Interestingly, some rumours suggest that Prime is a prequel to the other Metroid titles, based around Ms Aran's pre-NES exploits.

Plenty o' weapons?
Samus has a big gun on her arm, so shedloads of shooting is guaranteed. It's worth keeping an eye on her in Smash Bros Melee – any new guns she pulls out there are likely to pop up in MP.

Why 'maybe' for online play?
The Metroid team comprises a couple of online experts – they'll be keen to push Ninty to include internet deathmatching. Imagine that!



Mazza's level is even more dangerous this time...

Poor old Cap's hand is on fire. Watch him try to put it out.



This is actually from the intro to Melee, but the in-game level looks very nearly as pretty.

GIVE ME THE PRIZE

Unlocking new characters is all very well and good, but there's nothing like collecting trophies and such to keep the maniacs occupied. There are literally millions (well, lots) of challenges to attempt in order to lay your hands on a pleasing little bauble or two. These trophies take the form of all sorts of frippery from Ninty's past (and future), such as Kid Icarus and an *F-Zero* hovercar. In *Smash Bros* tradition, you won't be awarded goodies just for



SUPER SMASH BROS MELEE

The N64's most frantic fighter gets the Gamecube treatment. Super, smashing, great.

By Alan Maddrell

N64's Special Investigations can take us all over the world. We got to grips with *Smash Bros Melee* at LA's E3 games expo last month.

INFO BURST	GAMECUBE
SUPER SMASH BROS MELEE	
FROM:	Nintendo
DISCS:	1
HOW MANY PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?		
Nov	2002	Sept

ANTICIPATION RATING

△ *Pika gets to scrap on his home ground, bless 'im. And what a fine-looking home it is.*

This is the one. Yes, *Luigi's Mansion* is great. Yes, *Rogue Squadron* looks the business. But of all the Gamecube games at May's E3 show, *Super Smash Bros Melee* was the one we just couldn't leave alone.

Why do we love it so? It's the frankly ridiculous level of detail in the visuals. It's the gobsmackingly gorgeous backgrounds. It's the flawlessly intuitive use of GC's heavenly joypad. But, above all, it's the chance to grab control of Mario, Peach, Pikachu, Fox McCloud or whoever takes your fancy, and participate in the most joyful, frantic, and downright gorgeous beat-'em-up in living memory.

Over the next few pages, we'll make you love it too...

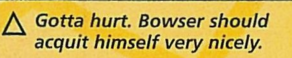


△ GC can move that pretty cloud around with no effort.

making it through to the end – it'll take a lot of experimentation and effort to bag the lot.



△ The classic all-out scraps are still the best way to spend your time. Can't wait.



△ Gotta hurt. Bowser should acquit himself very nicely.

▽ Sadly we won't see Paratroopa or Goomba duking it out. Darn it.



△ Kirby's leg stretch thing still gives Mark nightmares. His multi-kick attack is all reflected in the floor. Mmm, sweet.

NEW FACES

Meet some new players. Go on.



SHIEK

The blue-suited enigma from *Ocarina of Time*, also known by another name… This elusive member of the Shiekah tribe has a kind of whip-like device that works somewhat like Link's Hookshot.

WHY PICK HIM?

Apart from being a sexless enigma, he/her/it also has a propensity for running very fast and doing shoulder barges. Should be useful.



PEACH

Finally! The Princess is back – and looking more lovely than ever, it has to be said. In true *Super Mario Advance* style, she uproots vegetables to use as weaponry. Unorthodox, but not entirely unexpected.

WHY PICK HER?

The root vegetables will enable you to keep a clinical distance, plus she's also likely to do a Jigglypuff – sing or blow kisses or something.



ICE CLIMBER

If you're old enough to remember these guys, you're too old to be playing games. They wield tasty-looking mallets that are about as large as their bodies. Spot of croquet, anyone?

WHY PICK HIM?

The 1985 NES game was a vertical platformer, so you can guarantee the mallet won't stop the Climber jumping a long way, which is invaluable.

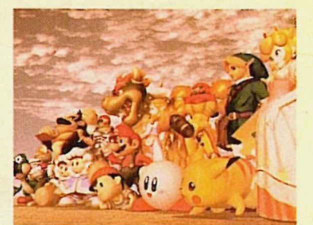


BOWSER

Crikey! The possibilities are frightening. Unsurprisingly, Bowser employs his usual moves, such as fire-breathing and hurling people over the place. Part of that old gaming truism: strong, but slow.

WHY PICK HIM?

If the sight of a flame-spitting dragon doesn't intimidate the enemy, you have a spiky shell on your back for added protection, remember?



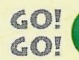
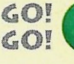
A.N. OTHER

Part of the joy of the original was uncovering the secret characters. Ninty are playing it cute, but one of the most likely to emerge would be Luigi. Oh, and folk like Kid Icarus can be won as trophies.

WHY PICK HIM?

In the original, Luigi had a particularly rapid series of punches. With GC's flashy visuals and light displays, it'll be a treat for the eyes.

GO! GO!



TOURN AROUND
Now this is pure insanity. There's a new mode in town – the Tournament. You can enter up to 64 (yes, 64) characters and let them duke it out in a *Karate Kid*-style knockout situation. Grab a can of something refreshing, pull up a beanbag and settle down to make a night of it – this could take some time…

LEVELLING THE LANDS

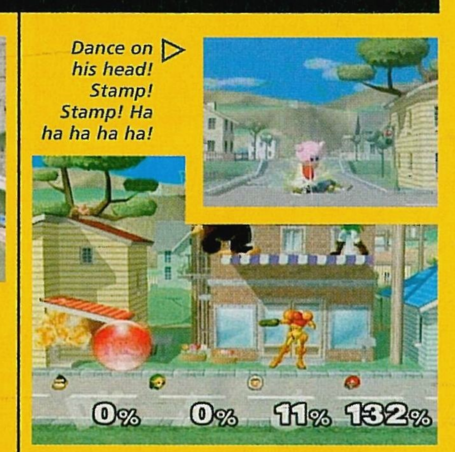
Super Smash Bros Melee really excels in the new levels it offers. Take a little saunter through some of them, will you?

F-ZERO TRACK

Definitely the track which attracted the most attention among showgoers. You're on a series of platforms which dip ever-nearer to a faithfully-recreated track from the classic N64 racer. Now all this is quite wonderful, until you hear the whine of approaching racers – then it's an instant mad scramble to get as far away from the hovercars as possible. The comedy potential here is considerable, and it'll be one of the first ones we fire up when a finished copy makes its way into the office. Of that you can have absolutely no doubt…



Eeeoouw! In fact, you get little warning of impending vehicle horror. Watch that damage grow!



Dance on his head! Stamp! Stamp! Ha ha ha ha ha!

NESS' LEVEL

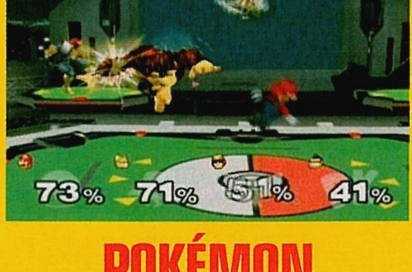
This pretty street isn't hugely impressive to look at, but with traffic regularly piling into you, you won't get bored. When the camera tracks up high, you can see a fully detailed city stretching off into the distance. Mmm.



See the moon get closer… Avoid that with a jump, Samus!

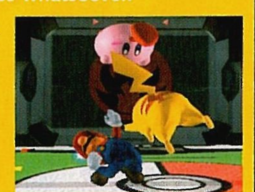
GREAT BAY

That's right, it's the beautifully detailed view from the back of the laboratory in *Majora's Mask*. The gorgeous panorama includes every single detail of the bay, from the enormous turtle to some smashable pots with ever-handy power-ups inside, and even our old mate Tingle hovering with his balloon. You can't pulverise the gibbering idiot, though, more's the pity.



POKÉMON STADIUM

This is a dazzlingly clear reproduction of a classic area for organised Pokémon scrapping. It features an excellent screen in the background which will zoom in on particularly tasty bits of action. Yes, that's two cameras – Gamecube can juggle this with no difficulties whatsoever.

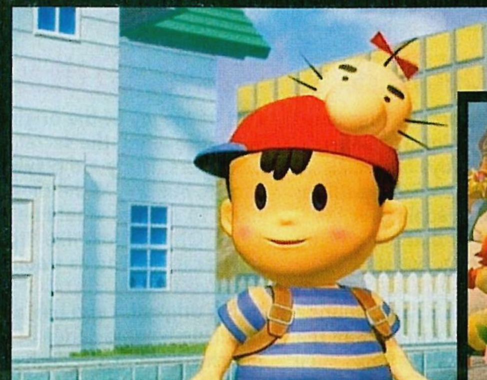


Now, children. Today we're making shapes with our bodies. I want you to be 'fire'.



CONGO JUNGLE

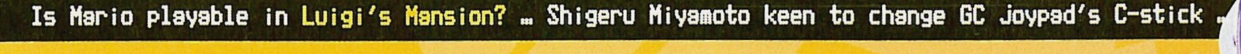
Not a new place in itself, but DK's abode now has a river raging through it, which must make a good conversation point. This level is a fine example of how the ante has been upped with the addition of extra environmental hazards. Naturally, the river is a delight to watch, with super-fast ripples and reflections. Just remember that you're there to fight, too…



He may not look dangerous, but that little scamp on Ness' head will have your legs off as easily as if they were cocktail sticks. Nasty.

GUBBINS!

Gentle aging in an oak casket has given *Super Smash Bros Melee* a few interesting tweaks. For example, Pokéfans will be able to enjoy seeing a large number of new 'mon delivering attacks, and there are a few new weapons to be had as well. Of course, the trusty lightsabre and so on are looking tastier than ever, but you'll be able to whip out a SNES lightgun too – the Super Scope 6, for those who remember. There's also a delectable globe of gold that'll spit huge quantities of food into the fray every so often – that's been borrowed from *Paper Mario*, of all places. There's bound to be lots more good stuff packed away on that miniature optical disc, and we'll bring you the lowdown as it comes in.

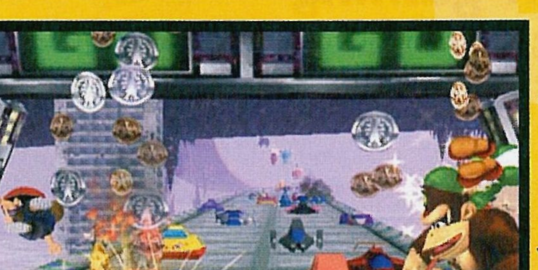


THE POWER OF ONE

Pant-wetting. That's one way to describe the sideways-scrolling single-player scrapper tucked into *Smash Bros Melee*. The quest is different for each character, so that the Ice Climbers will face off against seals (only the Japanese could think of that one), whereas Link battles a series of Re-deads. The straightforward platforming elements from the first game mesh into this section, which makes them a bit less painful – but there's also the standard series of scraps included from the original, overhauled somewhat *naturellement*. It's a real treat.

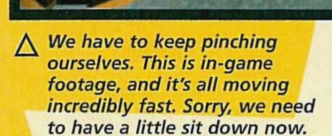


Plenty of the old jumping here, then. Just like the original SSB.



Bringing a spaceship to a fight never seems quite fair to us. Oh well.

If you play as Zelda, will you get captured every two minutes?



We have to keep pinching ourselves. This is in-game footage, and it's all moving incredibly fast. Sorry, we need to have a little sit down now.

HOW ODD!
The wowed crowds at the E3 show had a couple of problems getting used to Gamecube's re-jigged control mechanisms. This isn't the fault of Gamecube, it's just that the controls have been re-mapped to include all the buttons, which people will find confusing for a while. Ten minutes in and you're laughing, mind – such is the ease with which the whole thing works.

Of all the games we *really* have to play *now*, the latest *Smash Bros* title ranks very highly indeed. Last issue we reported that not a great deal has changed since the fabulously successful N64 version – so why do all our dreams involve four people fighting on a flying platform?

The answer's simple. The constant madcap action and blistering speed of the original N64 version have been stretched even further to provide what is bound to be one of the best multiplayer games the world has ever seen. And why not? Gamecube is ideally suited to throwing around loads of silly yet dangerous scenery, and *Smash Bros* is the one game that has everyone's favourite mascot in there, no matter who you prefer.

Of course, nothing's perfect, and there were areas of the *Super Smash Bros* school report that commented, "could do better". Take those iffy bonus stages, for example. Such an innovative fighter was bound to lose its footing a little, but now any such oversights will have received serious attention. Nintendo's best fighter just got a lot better.

Smash Bros Melee's single-player has been massively improved. Not content with just putting you into a series of bouts, developers HAL have overhauled the solo experience to take the form of a side-scrolling beat-'em-up that's quite a delight to play. Those platforming and target-hitting sections still remain, but in a modified and more enjoyable form.

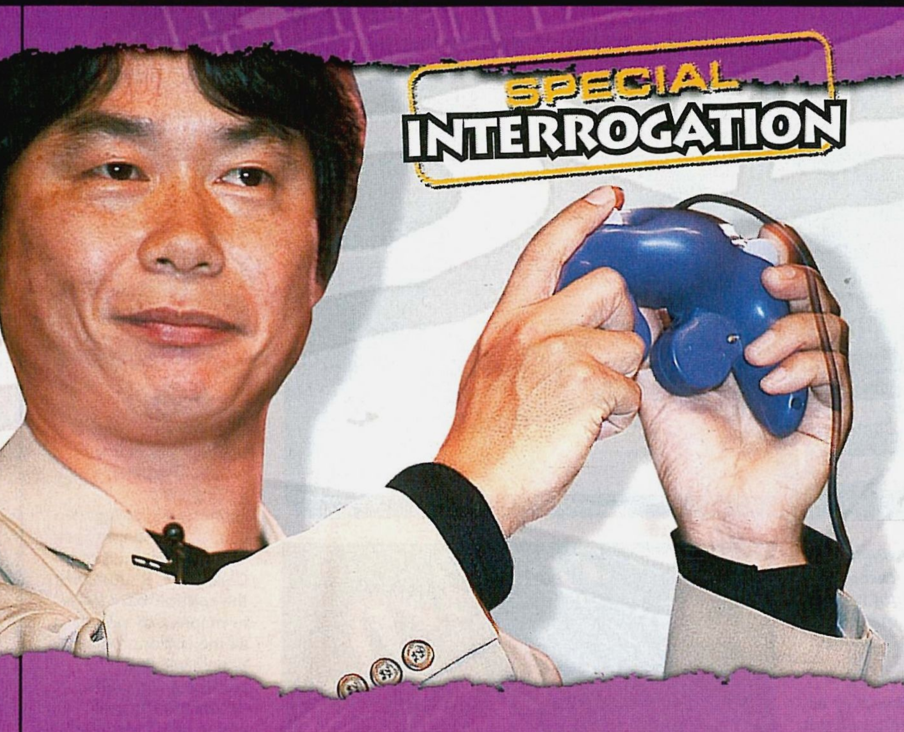
So, narrow your eyes and put your face really close up to the mag. With our lovely screenshots and a lot of wishful thinking, it'll feel like you're playing *Super Smash Bros Melee*. Enjoy.



MASTERY ***The constant madcap action and blistering speed of the original have been stretched even further.***



STOP PRESS GAMECUBE GOSSIP … No Gamecube Pokemon until 2002, but Nintendo planning a "really good link" between GC and



SPECIAL INTERROGATION

SHIG

The granddaddy of gaming sits down for a chat.

Q What did your parents think when you told them that you wanted to be a videogame designer?

A *My parents were teachers, so I grew up in what might be considered a rather strict household – I was scolded a lot as a kid! But as a teacher, my mother supported me and encouraged me to use my creativity. So, I would write comic books and draw pictures and things like that, and when I went into art school, she continued to support me.*

When I actually started making videogames at Nintendo, and made my first game and the ones that followed, my parents were kind of disappointed – they thought that videogames meant that children had now lost the time to study!

Q What's the first thing you do when you start working on a game?

A *There was a time when I would gauge where to go based on what existed in the market already. But I no longer do that – when I make games now, I like to start with an empty canvas and create an atmosphere that is fun and exciting. I use a lot of memo cards, too. I'll make memos and post them up on a wall. Initially, I like to create visually. I just doodle. It helps me to focus my ideas.*

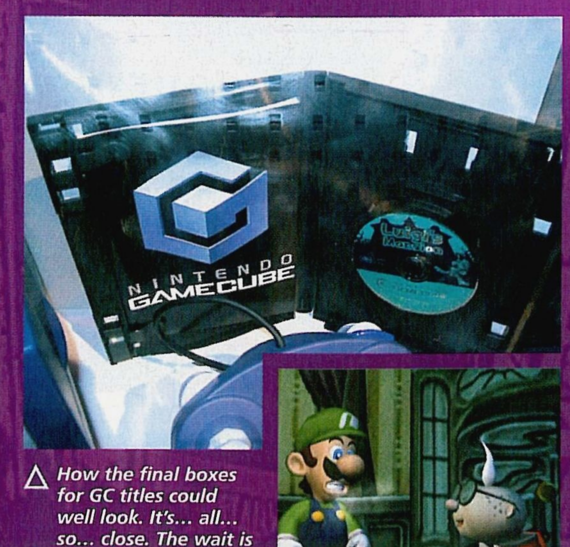
"Initially, I like to create visually. I just doodle. It helps me to focus my ideas."

Q How do you inject that Miyamoto magic?

A *We ask, 'What's the basic element of fun in the game?' What I like to do – and to get my directors to do – is cast out a net and try to 'catch' different types of fun. But there's got to be a fish, or type of fun, for you to net out there – so I try to help my teams see the overall picture, and where they might be able to find it.*

Q What happens after that stage?

A *We'll sit down with that particular type of fun, play with it, and I'll give some advice. I like to find potential problems with the game – those that can be answered, and those for which there is no answer. The question then is whether the team is focusing on the right problems or not. They might think there is a gameplay issue, but I might look at it and say "Maybe the real question is this." Trying to help developers find their own way – that's really what my philosophy is.*



△ *How the final boxes for GC titles could well look. It's… all… so… close. The wait is driving us potty.*

Q How does your own game development process differ from other people's?

A *I think a lot of game designers feel that they're in competition with everyone and that they must create something that's the best. That creates a lot of pressure. But to me, having fun while you're creating is important in order to create that atmosphere.*

Q Does Gamecube's ease of development mean we'll be seeing more Shigsy games?

A *Most of the games at E3 are being overseen by me, but I'm not acting directly on them. With the Gamecube, though, you can accomplish things much more quickly, and we may very well see an increase in games. I'm working with a lot of second-party developers in the US, UK and Canada – right now, I'm working on upwards of 30 titles.*



△ *Pikmin stemmed (ha!) from Shigsy's interest in nature and gardening.*

Q What kind of videogames do you play?

A *I've spent a lot of time playing Tetris in the past, but I don't really spend a lot of my free time playing games. I like to practice the guitar instead, make things, use my hands. Lately I've been working a lot in the garden.*

Q Do you have any intentions to work on online games?

A *There are lots of barriers to this – the really big challenge is making online games of that scale that are simple enough for everyone to play. I do think communication and interaction with people is a lot more fun than interacting with a computer and its processor. AI will never replace people. People have likes and dislikes; computers haven't, and that's part of what makes people interesting.*

SY SPEAKS!

Shigeru Miyamoto has a CV to die for. This is the man who laid the foundations for modern gaming with *Donkey Kong*, created platforming with *Super Mario Brothers*, married role-playing with blistering action in *Zelda*, and invented proper 3D games with *Super Mario 64*.

And to top it all, he's a thoroughly nice bloke. Which is why we positively jumped at the opportunity to sit in on a group interview with the man himself at May's E3 games show in Los Angeles. Read on for his thoughts on multiplayer gaming, gardening, *Luigi's Mansion*, and – most excitingly – Mario and *Zelda* on Gamecube…

Q Tell us about Luigi's Mansion.

A A lot of my staff members were saying, "Are we doing Mario again? Can't we do something with Luigi?" So we decided that this time, in-between the previous Mario game and the next one on Gamecube, maybe we could squeeze Luigi in. I did want to put Mario in Luigi's Mansion somewhere, so I suggested that maybe he could come out from underneath a bed or something. But they didn't really like that.

Q When are we going to see the new, grown-up Mario?

A I've been thinking that this summer, I might be able to show you something of Mario. I think Mario's been appealing too much to a younger age group – I'd really like to see him as the kind of character who appeals to a very wide range of ages.



"I am overseeing Metroid and working with the developers… The game is going well."

Q Is there anything to see of *Zelda* at the moment?

A Please wait until the Spaceworld show in August. Then we'll show you something.

Q What's going on with *Metroid Prime*?

A We like to look at our teams and make sure they're assigned something that matches their abilities – so we think that Retro Studios are best suited to make a Metroid game. But we had a lot of conversations about the gameplay, and decided it was going to have to evolve. Perhaps we thought that the best style for a Metroid might be as a first-person game – that's not decided, so Metroid Prime might not end up in first-person, but at this point there is development going in that direction.

We were thinking of showing a playable version of Metroid Prime at E3, but we felt that it wasn't the right opportunity for us to show it. But work is progressing and things are moving along. As Producer, I am overseeing it and working with the developers, so you don't need to worry about anything. The game is going well.



△ Metroid Prime, *first-person at the mo, but that's not set in stone.*

Q *Pikmin* is a strange game – how did you come up with that?

A I've been really interested in plants and gardening and the natural world for quite a while, so I actually had five or six plans for games based on gardening. Pikmin came out of that. All the background scenery for the game came from me walking around my neighbourhood, taking photos and then putting them in the game.

I want this to be the type of game that when you go home and play it, you'll walk around and look outside, and maybe look down at your feet and think, 'Are there really Pikmin down there somewhere?'

Q Does the low cost of discs mean that the West is more likely to see games that wouldn't typically leave Japan?

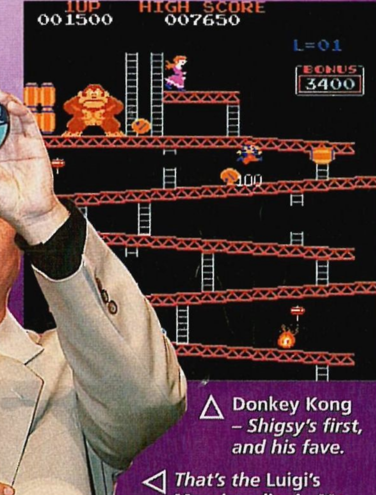
A We will see some of that happening. Also, on cartridges, I wasn't able to do things like Director's Cut versions of games – now we'll get to see those on discs.

Q If you had to choose one favourite game from those you've worked on, which would it be?

A I really like them all, so it's really hard to pick just one. But I guess, because it was so impactful and because I started at a time when there wasn't even anything called 'game design', it would have to be Donkey Kong. *It was from there that I chose the path that I took, and graduated from simple industrial designer to 'game design specialist'.*

Q So you never forget your first game?

A That's right!



△ Donkey Kong *– Shigsy's first, and his fave.*

◁ *That's the Luigi's Mansion disc in Mr Miyamoto's hand.*

STOP PRESS GAMECUBE GOSSIP … Sonic the Hedgehog to appear as playable character in Smash Bros Melee? … Argonaut's Malice,



SPECIAL INVESTIGATION

RARE ON GAMECUBE

By Geraint Evans and Mark Green

The UK's finest coders are sticking with Nintendo...

It's hard to believe, but the Japanese release of Gamecube is now just *two months* away. And while Nintendo can happily sell millions of GCs on launch day with a handful of their own games, in the months and years following, that purple box will need a steady trickle of new titles to keep it healthy.

So, from now until Ninty's box of tricks lands in the UK, we'll be filling you in what the world's biggest and best developers are rustling up for Gamecube. And who better to start with than Rare? They're a valuable second-party developer – Nintendo chuck cash at them in return for exclusive games – and with N64 titles like *Donkey Kong 64*, *Perfect Dark* and *Blast Corps* under their belt, it's clear that what they'll be bringing to Gamecube will be *very* special indeed.

We've played and dissected Rare's initial 'big three' over the following pages – and scooped rumours of a few more. Prepare yourself, you'll be positively drooling by the end...

N64's Special Investigations can take us all over the world – but we just jumped into a car and drove to Twycross, UK home of Rareware...

Rare Treats

Three games have been revealed so far by the chaps down Twycross way – but there are bound to be more...

PERFECT DARK 2

The biggest clue so far has been the mysterious appearance of the words 'Perfect Dark Zero' on a pre-E3 Gamecube list published on Nintendo's website. Neither Rare nor Ninty have breathed a word since – in fact, The Big N took down the list as quickly as it appeared – but whatever it's called, PD2 is happening. Nintendo will want to avoid Jo Dark going head-to-head with Metroid Prime, *though, so don't expect anything pre-2002.*

CONKER'S BFD 2

Nothing at E3, but those recent trademarks that Rare applied for – Conker's Other Bad Fur Day and Grabbed By The Ghoulies – suggest that it's on the drawing board. See also these words from a recently-interviewed Rare coder: "Originally, the final cut-scene with Conker walking into the bar had him... putting a magnum to his head... but it didn't really set itself up for a sequel that well. Hint."

SABRE WULF

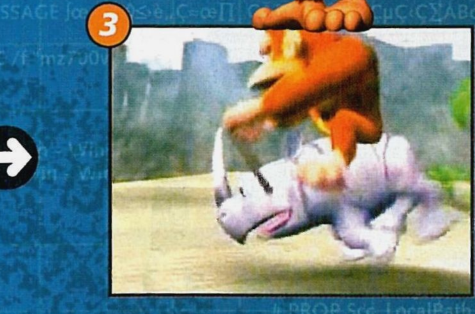
Despite the "Maybe I'll swim with a Dolphin" comment from Sabreman in Banjo-Tooie, Rare have laughed off the idea of one of their oldest characters donning his pith helmet for an adventure on Gamecube. But then no-one expected to see the moustachioed fellow on GBA, so anything's possible. And if not, maybe we could see the return of another classic Rare Spectrum delight – like Alien 8? Oh, go on, Rare.

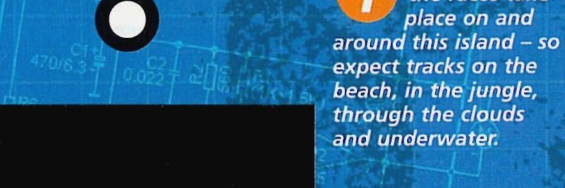
DONKEY KONG RACING

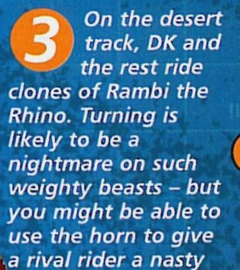
Due for 2002, all we've seen of this so far is a gorgeous intro. Here it is in full.





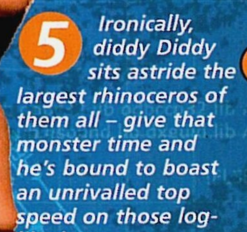


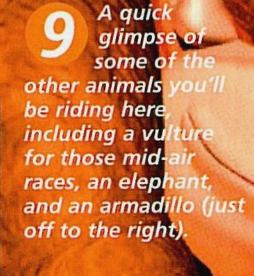


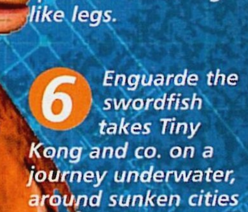


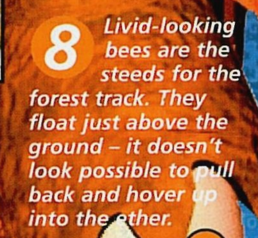


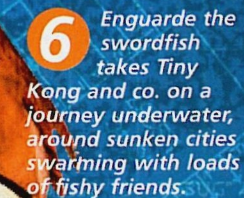




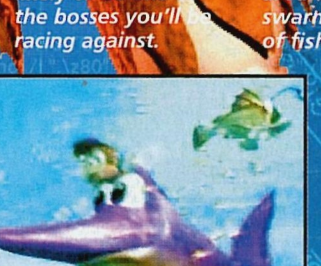


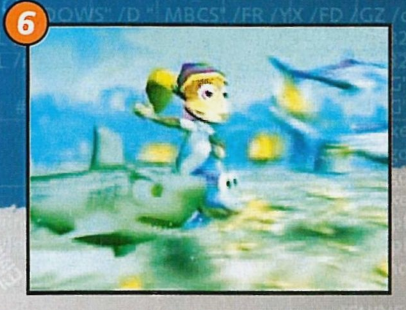














1 It looks like all the races take place on and around this island – so expect tracks on the beach, in the jungle, through the clouds and underwater.

2 The ostriches feature in a lot of the demo, but we haven't seen any characters actually riding one. Candy Kong would fit the bill (haha) nicely, though.

3 On the desert track, DK and the rest ride clones of Rambi the Rhino. Turning is likely to be a nightmare on such weighty beasts – but you might be able to use the horn to give a rival rider a nasty surprise from behind.

4 Last seen on our screens in Diddy Kong Racing, Taj rides on his own mini-Rhino, making sharp steering his speciality.

5 Ironically, diddy Diddy sits astride the largest rhinoceros of them all – give that monster time and he's bound to boast an unrivalled top speed on those log-like legs.

6 Enguarde the swordfish takes Tiny Kong and co. on a journey underwater, around sunken cities swarming with loads of fishy friends.

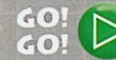
7 Who's that floating by in the background? Why, it's Lord Woo Fak Fak from Banjo-Tooie – likely to be one of the bosses you'll be racing against.

8 Livid-looking bees are the steeds for the forest track. They float just above the ground – it doesn't look possible to pull back and hover up into the ether.

9 A quick glimpse of some of the other animals you'll be riding here, including a vulture for those mid-air races, an elephant, and an armadillo (just off to the right).

10 Yes, that is a small fly that Taj is floating on. That on its own is funny enough – imagine what a scream a four-player fly race would be.

LET'S RIDE.



STOP PRESS GAMECUBE GOSSIP ... Rare staffer hints at possible Gamecube sequels to Blast Corps and Jet Force Gemini ... Konami



SPACE ODYSSEY
Those more cynical types among you who might be disappointed by a lack of 'proper' *Starfox* blasting action needn't be dismayed. First off, Rare will include plenty of *Lylat Wars*-style sections to break up the adventure. And if that isn't enough, rumour has it that Nintendo themselves are beavering away on an all-new *Starfox* space-shooter. Maybe that's where Falco's got to...

STARFOX ADVENTURES DINOSAUR PLANET

At last! Fox McCloud and friends return in a truly epic *Zelda*-beater...

Last month we merrily unveiled the awesome-looking *Starfox Adventures* in our massive E3 blowout. Since then we've had tons of new images from the kind folk at Rare, and the opportunity to share with you details of our hands-on experience.

Starfox Adventures is set eight years after the defeat of the evil space-monkey, Andross. Fox McCloud, under orders from General Pepper, has been assigned to investigate the happenings on the peaceful, primitive world of Dinosaur Planet. This ancient and untouched paradise has recently been invaded by General Scales, a vicious leader with one thing on his mind – chaos. Enter Fox who, having traded in his Arwing for some sturdy boots and his blaster for a mystical transforming staff, must traverse over 12 colossal planets in an attempt to thwart the reptilian terrorist's master plan.

As always, Fox is not alone in his quest – there'll be familiar faces as well as some extraordinary new characters to meet along the way. But by and large, *Starfox Adventures: Dinosaur Planet* stars just little old you – and the best-looking visuals and most gratifying gameplay this side of *Zelda*. The N64's loss is most definitely Gamecube's gain.

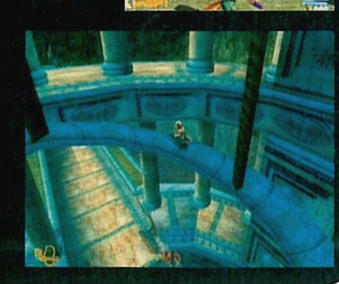
STAR TREKKIN'

Starfox Adventures *promises to be huge. Not content with sticking to one planet, Rare have spread Fox's exploits over a colossal twelve worlds. Details are still scarce, but we managed to visit a few at E3...*

Pastures
Lush pastures give way to large forests – the habitat of some impressive grazing beasts. What really caught our eye were the snow-capped mountain ranges far off in the background – and before you ask, yes, you can run over and explore them if you so wish.

Glaciers
This snow-covered landscape leads to an expansive ice sheet. The reflection of Fox and Tricky as they run to safety is impressive enough, but it's the wind-swept snow and realistic weather effects which really did it for us. Incredible.

Dungeons
One of the first sections we played, and fantastically impressive. Here, Fox has to escape from the planet's prison. The lighting effects and real-time shadows are awesome, as torches flicker to reveal enemy-infested corridors and dimly lit doorways.



Ancient Ruins
It's here that we witnessed some of the finest visuals in *Starfox*. The detail on the surrounding architecture is stunning, featuring crumbling villas, towering arches and spiralling walkways which scroll more gracefully than you could possibly imagine.

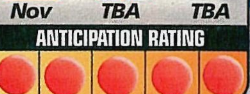
INFO BURST
GAMECUBE

STARFOX ADVENTURES	
FROM:	Nintendo/Rare
DISCS:	1
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	TBA	TBA

ANTICIPATION RATING



OLD vs NEW

Starfox Adventures *started life as* Dinosaur Planet *on the N64. See how it's changed…*



This unfriendly boss was all set to be one of Krystal's main adversaries…

…before Fox McCloud arrived to take the blaggard on all by himself.





Battling giant transparent tonsils also used to be Krystal's job…

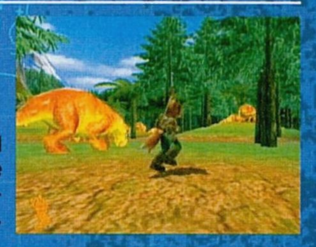
…but now it's Fox who's waving his staff at such unpleasant enemies.

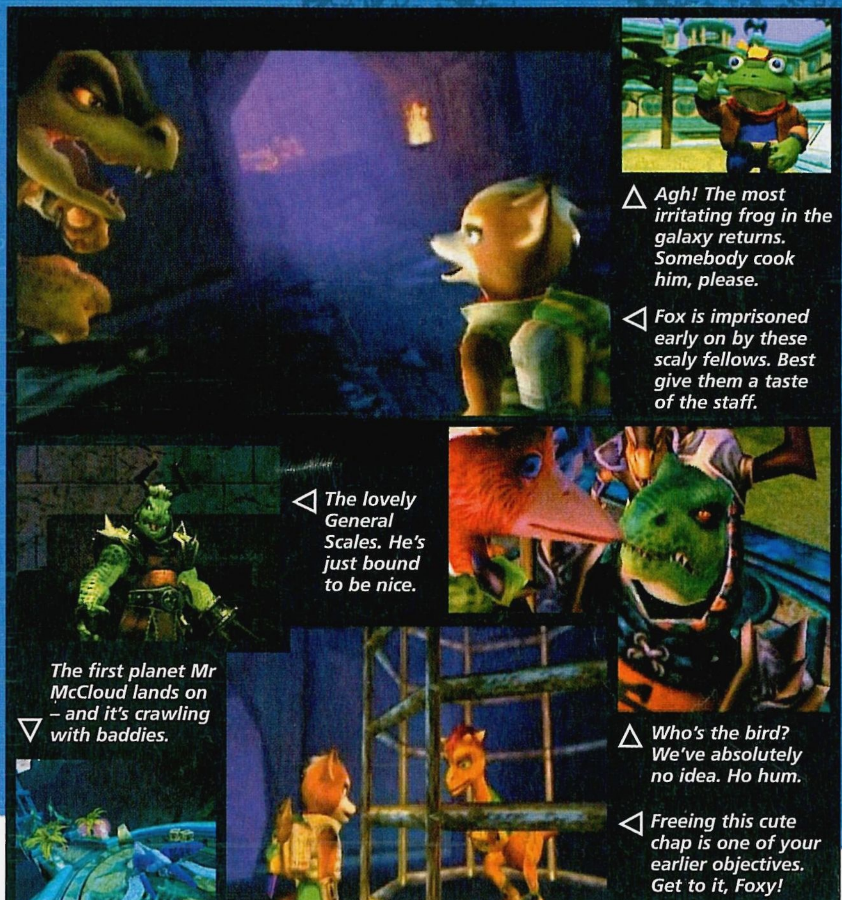




We remember describing *Dinosaur Planet*'s environments as 'stunning'…

…until we clapped eyes on the Gamecube's belief-beggaring visuals.





Agh! The most irritating frog in the galaxy returns. Somebody cook him, please.

Fox is imprisoned early on by these scaly fellows. Best give them a taste of the staff.

The lovely General Scales. He's just bound to be nice.

The first planet Mr McCloud lands on – and it's crawling with baddies.

Who's the bird? We've absolutely no idea. Ho hum.

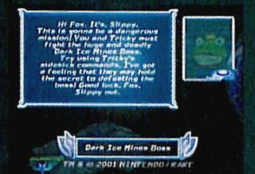
Freeing this cute chap is one of your earlier objectives. Get to it, Foxy!

FRIENDS LIKE THESE

In order to be successful in Starfox Adventures, you'll need to employ the services of old friends – and some useful new allies.

Slippy

Possibly the worst Arwing pilot in existence, Slippy's 'talents' will come into play now more than ever. The technically-gifted amphibian is your main source for newly developed gadgets and powerful weaponry.



Peppy



An accomplished Arwing veteran and a trusted friend to Fox McCloud, Peppy is always on hand with sound advice. In charge of Mission Support, Peppy's jobtask is to tell Fox where to go next.

ROB



The cybernetic wonder from *Lylat Wars* makes a welcome return to help out Fox's quest. His main task is to ensure that operations run smoothly, by supplying Fox with much-needed supplies.

Krystal

This lady animal's past is shrouded in secrecy after her capture by an ancient race known only as the Krazoa. Her advice is always reliable, and she'll prove to be a resilient and agile fighter in tight situations.



TRICERA-TOPS

Or Prince Tricky as he's known. Despite his regal standing, he's a right mouthy little blighter who insists on tailing Fox wherever he goes. But he's not a hindrance – in fact, he's downright indispensable, as, using the C-stick, you can command him to undertake a number of tasks, like leading enemies away from important areas, guarding Fox from attack, and alerting you to any dangers which may lie ahead. You can expect Rare to make innovative use of this partnership throughout the adventure.





Prince Tricky will only appear as your buddy in later levels if you find him near the start.

GO! GO!



STOP PRESS GAMECUBE GOSSIP ... Shigeru Miyamoto's Mario title finished in time for Gamecube's Japanese launch? ... Sega's



READY OR NOT
Rare aren't telling how long they've been working on *Kameo* – but what surprised us most is that it's currently looking further along than *Starfox Adventures*. While the latter featured the odd bug and graphical glitch, *Kameo* ran without troubles at E3 – and the majority of levels, monsters and enemies looked all but done. Perhaps – God forbid – *Kameo* might even arrive before Fox McCloud and friends...

KAMEO
ELEMENTS OF POWER

A sprawling marriage of *Pokémon* and *Jet Force Gemini*? Yes, please...

Typically for Rare, everything that they unveiled at E3 was a surprise. But *Kameo* was arguably the biggest of them all – a totally new game, starring a previously unseen character, and featuring visuals that just shouldn't be possible on *any* console.

Exactly what *Kameo* is all about is a mystery, but we do know that play is driven by a *Pokémon*-style monster-collecting core, with 60 creatures to catch, unleash in battle, and – ingeniously – actually *transform into*. It's easy to waste hours simply exploring the jaw-dropping landscapes – we spent ages at E3 soaring over a tropical island in the form of a pterodactyl-like creature, watching in awe as the ground fell away beneath us without the slightest hint of pop-up, fog or loss of detail.

Sadly, *Kameo* won't be making the US or Japanese Gamecube launch, as it's pencilled in for a 2002 release. Hopefully, we'll get to play it again at the Spaceworld show in August – we'll have a full report then.

MONSTER BATTLES

You'll often be treated to a mini cut-scene to introduce you to your foes just before each scrap – then a small green bar appears above enemies during battle, giving away just how close they are to death as you punch them repeatedly in the face. *Kameo*'s native wildlife isn't lacking in brains, mind – the enemy will do their best to ignore any monsters that you send into battle on your behalf, realising that you're the important target.



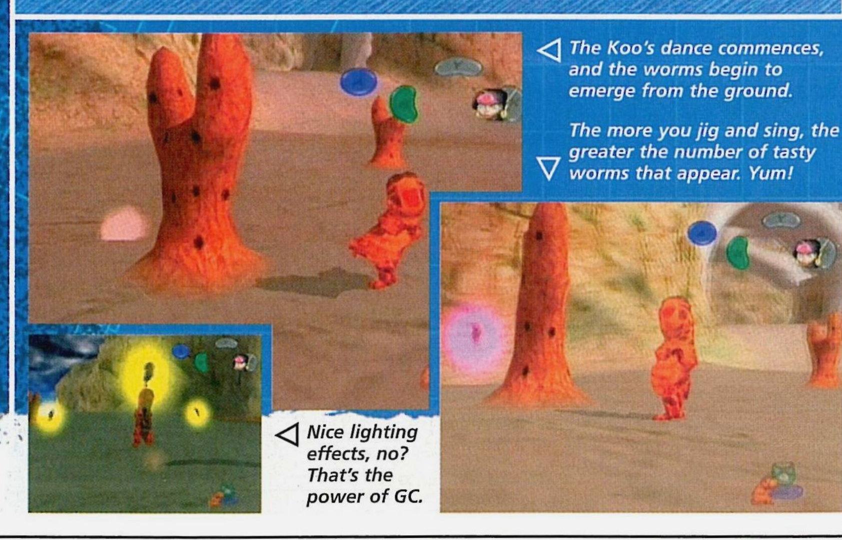
△ *Don't worry – that beefy minotaur is under your control.*

▽ *You can see that goblin's tiny energy bar just above his head. He won't take much beating.*



DINNER TIME

Bloody scraps can seriously damage your monsters' health, so it's important to find nourishment. Luckily, the first monster you'll possess – the cute dino-like Koo – can sing a little song that brings a cluster of glowing worms springing out from the dusty ground. Chase after one and gobble it to replenish your Koo's health.



◁ *The Koo's dance commences, and the worms begin to emerge from the ground.*

▽ *The more you jig and sing, the greater the number of tasty worms that appear. Yum!*

◁ *Nice lighting effects, no? That's the power of GC.*



INFO BURST – GAMECUBE

KAMEO	
FROM:	Nintendo/Rare
DISCS:	1
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
2002	2002	2002

ANTICIPATION RATING

GOTTA CATCH 'EM ALL!

A guide to monster blagging, Kameo-style.

CATCH

This pocket device of Kameo's is used to catch monsters. Fire a bubble at the critter first, then drag the stubborn beast into the centre of a rainbow-hued kaleidoscope. Caught!





EVOLVE

Eventually, the creature you caught – a Koo in this case – will evolve. What it becomes depends on your skill in battle – maybe a spindly wall-climbing beast, or a beefy minotaur.

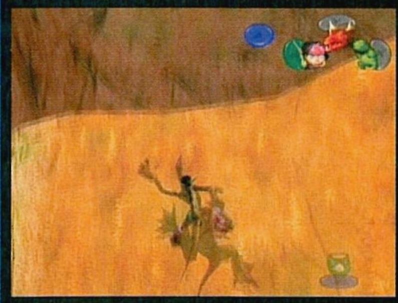
MORPH

Once you own a monster, you can slip into its body and actually *control* it (see right). So, Kameo can climb walls, breathe fire, fly miles above picturesque islands, or fire bombs out of her bottom.

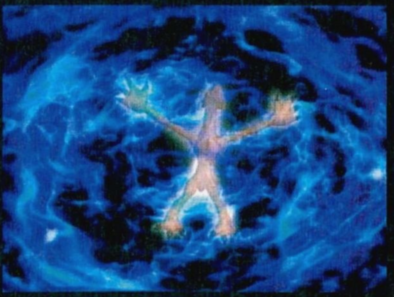


COMMAND

But perhaps the best bit is Kameo's ability to spontaneously conjure up captured monsters to do battle by themselves, while you watch from afar and laugh heartily upon victory. Sheer brilliance.



△ *This evolved form of your original little Koo is able to climb vertical walls, Spidey-style. Nice.*



△ *And here's the point where your diddy reptile originally morphed into the lanky wall-climber. Mighty purdy – Rare's talent shining through again.*





△ *Fire in the hole! Few enemies will emerge unscathed from this roasting.*

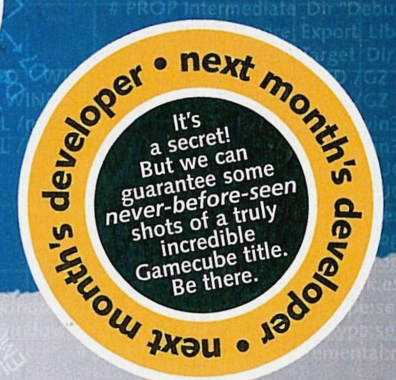
Just look at the realistic heat shimmer in the air as the enemy blasts a fiery stream at you. Other blinding effects include dust clouds kicked up by your Koo as he scampers across the desert.

This is Kameo in monster form – you can just about make out the lady herself through the Koo's transparent skin. You can morph in and out of creature shapes at any time you like.

The landscapes are simply vast. This dusty path, littered with overhead rock structures, stretches way off into the distance, and is easily as wide as some N64 games' entire levels.

Kameo's enemies won't simply stand still, waiting for you to lop off their bonces. They'll give chase, fire projectile weapons, chuck bombs, and work in teams to make your life as hard as possible.

This corner shows your team, comprising you plus up to two other monsters under your command. You can't quite see your buddies in this shot – they're off in the distance, beating up an enemy.




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N64 presents planet



GAME BOY

NEWS, REVIEWS AND TIPS FOR YOUR GAME BOY ADVANCE, POCKET, CAMERA AND PRINTER

REVIEWED THIS ISSUE!

IRIDION 3D



page 43

Majesco's great-looking GBA sci-fi shooter is all set for launch…

CAPCOM MANIA



Coin-op classics *1942*, *Ghosts 'n' Goblins* and *Dragon's Lair* on GBC, plus *Mega Man Xtreme*.



WIN!
5 Action Replay cheat carts for GB or GBA up for grabs!

ZELDA

ORACLE OF AGES/ SEASONS

Link's troubles double… Read our definitive review.



PLUS

- The GBA goes from strength to strength. Our verdict on the best new Advance titles.
- Tips for the newest GBC and GBA games. Plus, Prof Oak tackles a *Pokémon TCG* trial.



Welcome to Planet Game Boy

It's always a nail-biting time watching Nintendo launch a new console, but this month has proved something of a relief for us all. Make your way to any Electronics Boutique, E-Play or the like in the land and you'll note that Game Boy Color is holding the door wide open for Advance to casually stroll in and blow the roof off.

Nintendo – for once – aren't even being shy with the advertising. Not content with enough in-store promotion to block out any hint of sunlight, we've already seen their billboards across cities nationwide, their adverts on TV and – best of all – a rib-tickling ad that I was treated to while settling down at my local Warner Village with a bumper-sized tub of buttery popcorn.

So, as if you hadn't guessed already, Nintendo mean business. And with a hefty stash of cash behind them, I wouldn't want to bank on anything other than their inevitable success.

Maybe Nintendo *have* learned from their mistakes, then. The fact that the bulk of their marketing is aimed at an older audience suggests that this is indeed the case, as they strive to shake off that 'kiddie' image for which they've received so much criticism from some folk.

Either way, it's great news all round and, perhaps more importantly, it's an interesting little trial run for when the lovely Gamecube finally rears its boxy little head. Things are looking good, folks, looking good...

Geraint Evans, Editor

planet GAME BOY
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Contributors: Mark Green, Justin Webb, Alan Maddrell, Paul Edwards, Neil Pedoe, Steve Jalim

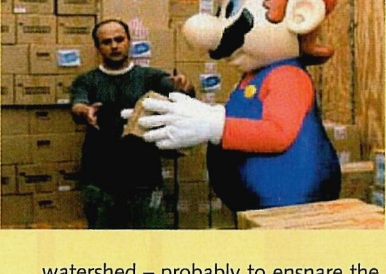
LAUNCH LUNACY STATES-STYLE



Heh heh! You've got to laugh. As Game Boy Advance geared up for launch in both the United States and the UK, it seemed that we Europeans got off pretty lightly compared to the insanity that affected the promotional events Stateside.

In Washington DC for example, hungry gamers were treated to their first hands-on GBA experience by members of Nintendo's 'Advance Team'. Travelling around the city in special GBA vehicles and wearing coloured boiler-suits with six Advances attached, they went on to descend upon happy shoppers nationwide.

The Team also gave tour attendees the chance to win goodies by entering the 'Crazy Nintendo Bucks Booth' – a Crystal Maze-style chamber filled with wind-swept 'Nintendo Bucks'. The object, of course, was to leap around like a crazed ape in a desperate attempt to grab enough to earn a GBA-related prize. After what must have been a humiliating afternoon of sweaty buck-grabbing, many lucky gamers walked away with GBA skateboards, T-shirts and hooded tops – although there's been no mention of anyone actually walking away with a handheld.


Here's Mario himself helping out. Cough.

The Advance Team obviously did the job, though – pre-orders for the machine approached half a million by the US launch day of 11th June.

In fact, Ninty's worldwide handheld domination should continue apace, as they flex their substantial financial muscles in the direction of Europe's telly screens. They've been marketing GBA at just about every age group, though most TV ads are being shown after the 9pm watershed – probably to ensnare the old-school SNES gamers who now have a large disposable income of their own, and a desire to play updated classics on GBA.

So, rather than churning out simple colourful ads for the Saturday morning TV massive, Nintendo have gone for a deliciously off-beat approach. Expect to see, amongst others, an addicted holiday-maker playing through an airport X-ray scanning machine, and an equally-hooked office-worker weeing down his trouser leg to avoid having to put his GB Advance down.

Will the madness ever end? We sincerely hope not.

ADVANCED PRICING

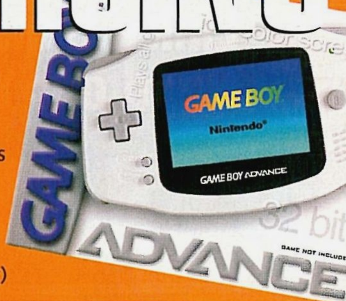
We've been taking a bit of a peek around the shops to bring you a list of GBA prices from all the major game-selling stores around the UK, plus a friendly Australian firm from down-under. Aren't we kind?

EB, GAME and Virgin
GBA only: £89.99

Dixons
GBA only: £89.99
GBA, two games, light magnifier, bag: £149.96
Two GBAs, two games, link cable, bag, car power adaptor: £259.94

E-Play
GBA only: £84.99

Tunz-A-Games
(www.tunzagames.com.au)
GBA only: AU$199.99
(approx £75, including shipping)



BOOM, SHAKE THE DOOM



Snapping at the heels of the upcoming GBA version of the granddaddy of first-person shooters, *Doom*, come not one, but *two* contenders for the FPS crown – *Dark Arena* and *Ecks vs Sever*.

Taking the more frenzied, traditional *Doom* approach, *Dark Arena* is certainly the faster of the two. Set in the year 2146, you're required to peg it around the place and puncture as many genetically-engineered scumbags as possible. No prizes for the plot then, but *DA* boasts a healthy 20 levels and a selection of six weapons. Developers Graphic State have also squeezed some neat-looking pre-rendered FMV sequences onto the tiny GBA cart.

But don't discount *Ecks vs Sever* quite yet. We managed to bag ourselves an afternoon of play with Crawfish's far-from-finished article, and for a game so far from completion, it certainly played well. *Ecks vs Sever* has a much more serious approach to shooting action than *Dark Arena* – instead of just wading in there, guns blazing, it requires some more thought and strategic play.

Brit-based coders Crawfish are also offering a more realistic style – probably to keep things in line with a forthcoming movie the game is linked to – with 'real world' weapons rather than huge plasma-spitting cannons. Exploding scenery, breaking glass and stealthy crawl-through air vents also ensure that the levels can be approached in many different ways.



Dark Arena's blistering speed is certainly working in its favour.

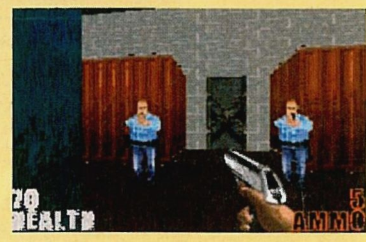


Naturally, it'll be the deathmatches which will appeal most of all.



EvS uses 'real world' weapons.

Multiplayer? *Dark Arena* is currently streets ahead, with speed, tighter control and an impressive frame-rate working in its favour. But there's a long way to go yet. What's encouraging is that both games work *very* well on the small screen, with the shoulder-button strafing making for some intuitive and precise movement. Expect more juicy details near the end of this year.



EvS is more mission-based than DA, requiring stealthier play.

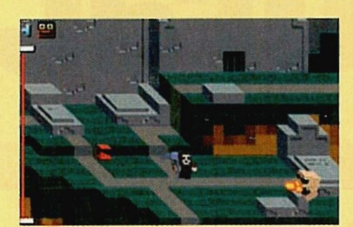
BONX

With most developers out there trying to exploit the GBA's capabilities by churning out impressive-looking titles, it's with some surprise that we welcome this curious-looking number.

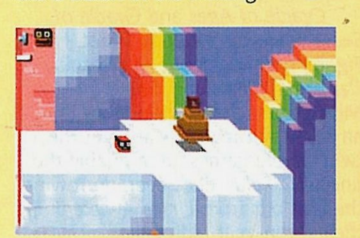
Touted as a cross between a racer and a puzzler – with some platforming elements in there too, apparently – *Bonx* has you controlling a simple cube. The aim is to strategically place blocks so that you can continue forward and beat your opponent to a set destination. Along the way you'll be able to use power-ups to enhance your rate of progress and hamper your opponent.

Naturally, there's a comprehensive multiplayer mode, including a 'king of the hill'-style game, where you and up to three opponents battle it out for control of a small area of the map using the game's many power-ups.

Weird, yes, but from what we can tell, *Bonx* looks like a classic in the making.



One of the more obscure titles, it certainly looks original.



Not exactly visually impressive. But at least it's colourful.

GBA AND GB ACTION REPLAY CHEAT CARTS!

WIN!

Ready the rabbit's foot and put on your four-leaf-clover-covered tie – five lucky readers will soon be finding a brand new Action Replay cheat cart landing on their doormat!

Those decidedly kind and cheery sorts over at Datel have offered up the choice of either an Action Replay Xtreme for Game Boy or – get this – the first cheat cart for GB Advance, the Action Replay GBX! Mint.

Both already come crammed with tons of cheats, and allow you to create even more. On top of that, the Xtreme's pre-loaded codes extend to include *Pokémon G/S*, while the GBX even comes complete with a link cable that'll let you download the very latest cheat codes direct to your GB Advance via a net-ready PC.

To stand a chance of being one of our five winners, answer this poser:

Which of the following says 'GBA' in Morse code?
a) .- -... -.-.
b) -. -.... ....-
c) --. -... .-

Send your answer to:
Codebreaker compo,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2QW.

Entries must reach us by Tuesday 7th August. And no multiple entries, please!



YOUR ULTIMATE BUYING GUIDE

Five Star Scoring

5	4	3	2	1
A simply fantastic game, and an essential purchase.	Well worth a look, this is an excellent title.	Some problems, but almost certainly good fun.	Flawed. Probably not worth bothering with.	Utterly lamentable. Avoid like the plague.







Blowing up walls – that's classic Zelda.

Rocky the 'roo here moves quickly and punches like John Prescott.







Link's just about to warp to a different location.

You've got to 'hand' it to these enemies. (Cries.)

Zelda Oracle of

GBC REVIEW | From: Nintendo **Price:** £30 each

It's hardly a shock when Nintendo bless the Game Boy Color with a five-star title. But it's hard not to raise an eyebrow when they deliver two instant *Zelda* classics in one day – and impossible not to gape when you're told that, in fact, Nintendo had nothing to do with them.

Oracle of Ages and *Oracle of Seasons* are the work of *Street Fighter* and *Resident Evil* creators, Capcom. *Zelda*'s dad, Shigeru Miyamoto, acted in little more than an advisory capacity – and yet the twin *Oracle* games are arguably the finest 2D *Zelda* titles ever, borrowing the best bits from *Link's Awakening*, their seven-year-old pocket predecessor, and bunging a ton of brilliant new ideas on top.

Capcom's *Zelda* duo have both carbon-copied the flawless gameplay style of *Link's Awakening* – explore the (bigger than ever) map, swing your sword about, solve puzzles in dank dungeons, and generally have a mightily enjoyable time. But, individually, the two titles are very different, each possessing their own distinct landscape, storyline, characters and weapons. And the ability to time-travel by playing the Harp of Ages or waving the Wand of Seasons, altering the landscape and its inhabitants in the process, provides a richer and more complex set of puzzles than we've come to expect from the handy handheld.

So, in *Seasons*, the deadly rivers and blossoming trees that block your

A WHOLE WORLD OF FUN

It's not all running, chatting and sword-fighting in the Oracle...



HIDE

On two occasions in Oracle of Seasons, you'll need to chase after these ghostly fellas without being seen. Emerge from behind a tree too early and it's back to the start for you. Grrr.

SEEK

The pesky fairies from Majora's Mask are in a mischievous mood in Oracle of Ages, asking you to find their hiding places – then fiddling with the forest to make it a confusing maze.



RIDE

There's no Epona for you ride in either of the titles, sadly – but with Rocky the kangaroo, Moosh the flying bear and a swimming dragon to strap yourself onto, who's complaining?

GROW

Gasha seeds are hidden in the Oracle games' most secret nooks. Plant one of them, come back later, and it'll have become a huge tree – with a new item nestled on its branches. Lovely.

COLLECT CALL

The ring-collecting sub-quest in the *Oracle* games is a stroke of genius. There are 64 rings to collect in all, scattered across the two titles and each with a different effect – halving damage from lasers, for example, or turning Link into an Octorok. It'll take weeks to find them all, and you won't be able to rest 'til you've found out what every one does.



BACK AND FORTH

Solve puzzles by hopping through time with the Wand of Seasons or Harp of Ages.

ORACLE OF SEASONS



1 Link can't leap to higher ground, so, in winter, there's no way to reach that high platform.



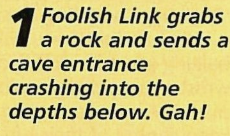
2 But in spring, the flower beneath the ledge blooms, giving you a handy leg-up.



ORACLE OF AGES



1 Foolish Link grabs a rock and sends a cave entrance crashing into the depths below. Gah!



2 But the Harp unlocks a time warp that lets Link nip back to the past, and the intact cave.



Find the first key, unlock the first dungeon, and the adventure truly begins.

That's one Essence found – only seven more to go.

Fearful-looking, no? But beating him's a cinch.



Give that snake a taste of the blade.



This tune will bring your blue steed, Moosha, running.



That'll come in handy for hitting faraway enemies.



Ages/Seasons

Save: On-cart/password **Link-up:** Yes **Colour:** Only **Out:** Now

way in summer become paths of slippery ice and withered wooden corpses in winter. In *Ages*, useless kids in one time period become wise old sages in another, and new paths open up as old buildings crumble. *Zelda* titles are famous for inaccessible areas that can only be opened up with items you collect later in the game – the shifting of seasons and times is another way of doing just that, but it's a blindingly clever one, and reveals new doors and dungeons in places you'd never have predicted.

Happily, the eight-or-so dungeons, each of which comes sandwiched between at least an hour of wandering and chatting on the main map, are as wretchedly devious as Shigsy's own. Yes, plenty of the puzzles will give *Zelda* stalwarts a sense of déjà vu – not least the old 'push-innocuous-looking-block-to-open-door' trick. But when new conundra crop up, such as how to distinguish dungeon three's mid-level boss from two identical doppelgangers, Capcom cruelly leave a trail of *the* most obscure hints – or leave you stranded with no help at all. It *can* be frustrating, but more often, it's simply gratifying to feel your brain slowly figure out the solution for itself.

All good so far, then. But the real strength of the *Oracle* twins is how quickly they pile on extra items, sub-quests, diversions and minigames, putting *Link's Awakening* to shame. Within half an hour of switching on, you'll be hunting for magical rings, digging for gems, swapping jabs with Italian boxers, and blowing up walls to reveal secret areas. And there's a brilliant extra – the ability to unlock new characters, weapons and dungeons by swapping data between the two titles (via a password or link cable).

With all that, it's truly impossible to put *Oracle of Ages* or *Seasons* down.

If you can only afford one *Oracle* game, go for *Ages*, as it's a bigger and more satisfying title. If you can splash out on both, do – and play in awe as a machine with the approximate power of a calculator gives *Majora's Mask* a real run for its money.

VERDICT ...the twin Oracle games are arguably the finest 2D Zelda titles ever...

5

IMPORT

Final Fight One

△ Choosing Haggar ensures that you'll dish out back-breaking moves left, right and centre.



GBA REVIEW | From: Capcom **Price:** ¥4,800 (approx £29) **Save:** On-cart
Players: 1/2 **Single cart link-up:** No **Out:** Now (Japan); TBA (UK)

They certainly don't make them like this any more. Many have tried, but other than Sega, everyone else has failed miserably. Crave's *Fighting Force* fell flat on it's face, and the less said about Square's appalling *Bouncer* for PS2 the better. So it's with some relief that Capcom have stepped in with an arcade-perfect conversion of their '80s street brawling classic.

Picture this if you will. You're a hulking great beefcake, a former wrestler turned responsible city mayor. A notorious gang, eager to keep control of their turf from the new mayor, attempts to intimidate you by kidnapping your daughter. So, naturally, rather than engage in long-winded politics, you roll up your sleeves and take to the streets.

Happily, and by a startling coincidence, your daughter has a couple of street-fighting mates, too: her boyfriend and city-wide hard-man, Cody, and Bushmin master and ninja-in-a-shellsuit Guy.

After choosing between the three characters, each with their own special abilities, you set out to pummel increasingly intense waves of oncoming thugs in order to restore peace to the city. Pretty simple, then, but despite the shallowness of the game and its premise, this is vintage no-messin' arcade stuff. *Final Fight* is simply an excuse to wander around and beat the living daylights out of *everything* – and we love it. Capcom, better than anyone, know how to create the illusion that you're kicking some serious ass, creating primal joy by allowing you to *hear* your fists cause as much damage as possible.

Granted, there's plenty of repetition here, as you do just mill about executing a minimal number of moves and combos. Only a flying kick, a throw, a punch, a kick combo and a super move are available, and all are accessed through the A and B buttons. You can pick up weapons along the way, mind, such as knives and steel pipes – and, again, each character is handy with a certain type.

Armed with such skills, *Final Fight* becomes a cycle of scrolling through subway parks and ghettos, fighting weaker villains before you tackle bosses for lengthier, more difficult encounters. But to keep things interesting, Capcom have included a healthy range of enemies, from the decidedly camp-looking fist fodder, to pimps and street trash on a knackered old subway train, to katana-wielding maniacs in wrestling rings. And interspersed between levels are the rather entertaining car-smashing bonus stages which let you bump up your score further, plus some new stills to introduce bosses and further plot development.

As if that wasn't enough, the two-player is back in full effect, so you can team up and dish out pain to hordes of '80s mohawked scum. *And* the handy addition of an auto-save lets you turn off your GBA and restart from where you left off.

All in all, more than enough reason to go out and grab yourself a slice of arcade gaming history. Mint.



▽ Pressing A and B together enables you to take out enemies from all sides at once, in exchange for life.





△ Along the way you'll find weapons and food to help you in battle.



△ That's more like it. Once again you'll get the chance to smash up a car in this vintage Capcom bonus stage.

STREET FIGHTERS

Knowing who best suits your fighting style is important when tackling the Mad Gear gang. Here's a rundown of each character's abilities.



HAGGAR

This mountain of muscle is perfect for delivering a freight train of pain into your opponent's face. What he lacks in speed, he more than makes up for in power – especially when wielding a three-foot steel pipe.

CODY

A street boxer with a nasty line in powerful combos, coupled with enough agility to ensure he can steer clear of trouble. Keep a beady one peeled for knife-wielding enemies, then disarm them for your own personal gain.

GUY

The favourite of many arcade-goers, Guy is the fastest and weakest of the bunch, but his superb agility, quick-fire attacks and prowess with the katana make him a force to be reckoned with.

IMPORT

Earthworm Jim



GBA REVIEW | From: Majesco **Price:** $40 (approx £29) **Save:** On-cart **Players:** 1 **Out:** Now (US); TBA (UK)

Oh Lordy, here we go again. Off the back of *Mario Advance* come a deluge of '90s 16-bit 2D platform heroes, desperate to grab the attention – and cash – of the planet's GBA-owning millions.

Earthworm Jim was Shiny's offering to hungry '90s gamers and, admittedly, it was something of a success – so much so it spawned an amusingly surreal Saturday-morning cartoon. But over half a decade later, we're not too sure if Jim's all that welcome round these parts – and especially not in the form of a direct port of the SNES original.

That's right, you're not looking at an all-new adventure here – the only difference between *Earthworm Jim GBA* and the SNES version is the inclusion of the Mega Drive's 'intestine' level. Everything else remains the same. You simply guide a worm in a space-suit – complete with inflated ego – around weird levels, jumping, climbing, hovering and blasting your way past bizarre enemies until you reach a boss. Majesco haven't even attempted to update the visuals for the GB Advance's beefier specifications. Hmmm.

To be fair, as a platformer in its own right, *Earthworm Jim* is a lot of fun – and in its day, did demonstrate a certain degree of innovation and humour. But we're still hard pushed to recommend this in light of the superior *Rayman* and *Mario Advance*.

Shooting the fridge hanging up there will catapult the cow into the air. Fly Bessie, fly!



Shoot the crate onto that spring to destroy the hanging fat man.

Earthworm Jim is rather versatile, with a range of moves to use.



If you're a platforming lunatic with a penchant for 16-bit nostalgia, by all means give this offering a go – it'll satisfy your lust for the mediocre, but nothing more.

3

Army Men Advance





GBA REVIEW | From: 3DO **Price:** £35 **Save:** On-cart **Players:** 1 **Out:** Now

The *Army Men* series has a sort of mixed heritage, and 3DO have taken it to the next handheld level with a viewed-from-above shooter much in the style of *Perfect Dark* on Game Boy Color.

As either Sarge or the lovely Vikki (though it makes no odds), you escape from a jail and begin a Rambo-style orgy of destruction, single-handedly securing victory for the Greens. Not a dazzling premise, it has to be said, since the levels boil down to collecting the whatsit while fighting off the hordes of the Tan enemy. What lets the show down is the lazy AI, which means foes will just plough towards you with little of the irrationality that makes a semi-believable enemy. The levels are a little repetitive for our liking, too, and the scenery doesn't make the most of what GBA can do.

AMA is painfully average next to the rest of GBA's launch line-up, and folk after a bit of shooting might do well to hold fire (ha!) a while. Better efforts are sure to emerge in the future.



Quite pretty. Why couldn't the rest of the game look this good, then?

3

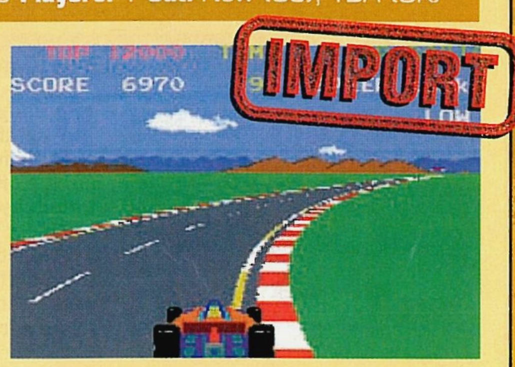
Namco Museum



GBA REVIEW | From: Namco **Save:** On-cart **Price:** $35 **Players:** 1 **Out:** Now (US); TBA (UK)

Could GBA *be* any more retro? *Space Wars Advance*, anyone? In all seriousness, it just might happen...

Namco Museum is a small bundle of oldies, faithfully recreated. We reckon each game is worth about one sentence of review each, so here goes... *Pole Position* still plays reasonably, but lacks the arcade's brain-shattering rumble. *Galaga* has us remembering why we thought *1942* was so much better. *Galaxian* is probably the best of the bunch, being a polished *Space Invaders* clone that's still strangely enjoyable. *Dig Dug* is good fun for about ten minutes or so. *Ms Pac-Man* has the option of a scrolling screen, but it's more playable in the traditional full-screen view. And that's about it.



Relive that era when you used to turn your parka orange-side-out and pretend you flew an X-wing.

It's a pretty shoddy package, all told, which serves as a reminder of why technology marches ever onwards. These games were magnificent *in their time*, but aren't worth thirty-odd quid of your money. Where will all this retro madness end?

2

Fire Pro Wrestling

GBA REVIEW | From: Bam **Price:** £35 **Save:** On-cart **Players:** 1-4 **Single cart link-up:** No **Out:** Now

Forget your namby-pamby WWF and WCW and listen up, er, punk! The ace Japanese wrestling series *Fire Pro* has made it to GBA, and as any Iron Maiden T-shirt-wearing fella will tell you, "It rocks, man!"

Anyway, enough of that. If you remember the excellent *Super Fire Pro Wrestling X Premium* on the SNES then you'll know what to expect here – except this is better. Okay, so it doesn't *look* particularly outstanding, but regardless, this is one of the most comprehensive wrestlers we've ever played.

With loads of wrestlers to try, this'll last ages.

If it's a grappler you're after, you could do a lot worse than this.

You can choose from up to 150 pre-made rasslers, all versed in the noble art of nose-gripping and face-stamping, and pit them against each other in a multitude of match modes, from the intimidating Caged Octagon to the innovative Audience Match, where you have to please the crowd by being as brutal as possible.

Visually speaking, *Fire Pro*'s not going to win any prizes, but the animation is superb, with splendid definition on the moves, meaning you really feel like you're causing damage. Thankfully, you won't be sold out on the number of moves available, as the developers have ensured that the GBA's four buttons can be punished with a bewildering array of combinations to give each wrestler a substantial repertoire of attacks.



Four-player games ensure you'll laugh 'til tears roll down your face.

Together with a *very* detailed create-a-wrestler function, a four-player option, and over 40 secret wrestlers to uncover, this is a grappler that'll take a lot of beating…

4

Ready 2 Rumble: Round 2

GBA REVIEW | From: Midway **Price:** £35 **Save:** Password **Players:** 1/2 **Single cart link-up:** No **Out:** Now



Button-bash, button-bash, button-bash. If you want to wear a hole in your brand-new GBA – buy this.



Check the stats before each bout if you want to, but it really doesn't make a blind bit of difference.

***Ready 2 Rumble* hasn't exactly set the world alight on any platform, let alone with the meagre offerings ported to N64. Unfortunately, the sad trend continues on GBA.**

Despite being fairly impressive in terms of the presentation – with neatly animated characters, decent sound effects and clear speech samples – limited gameplay makes *Ready 2 Rumble 2* as shallow as ever.

Still, it's not for want of trying on Midway's part. Just as in the console versions, entering the Championship mode allows you to train up your boxer in certain areas by playing various minigame-style events – such as reaction tests and rhythm-based button-bash games. The more you train, the stronger you'll be when you enter prize fights – for money – or title fights – to boost your ranking.

There's some incentive, then, to pump up your chosen fighter, mainly because the events themselves are such good fun. But that's where the fun ends. The fights themselves are rubbish in every respect. To win, all you need do is get enough distance from your opponent before charging up your Rumble meter and closing in to beat the living daylights out of them, mashing the buttons like a three-year-old. The more you train, the quicker the bouts end, at which point you're an unbeatable smack-machine who'll reach top ranking in no time.

You'll be hard pressed not to throw the *R2R2* cart in the bin, in fact – so there's little point in bothering with it in the first place. Ah, well.





Charge up your Rumble meter and let rip – and that's it. No really – that's it.

Iridion 3D

GBA REVIEW | From: Majesco **Price:** £35 **Save:** Password **Players:** 1 **Out:** Now



The stunning scenery makes this a joy to behold. Marvellous.

Trouble is, it's so damned tricky to see what's going on half the time...

Iridion 3D is seriously tough, but perseverance will bring success.

Console-quality gaming, anywhere," it says on the GBA adverts. Just a quick glance at this impressive-looking shooter suggests exactly that – and to a certain extent, it's true.

Iridion is something of a cross between *Lylat Wars* and Sega's classic *Afterburner*. With a view set just behind your ship, you scream through tunnels, over seas, through clouds and across landscapes, blasting wave after wave of enemy ships before the inevitable boss encounter at each level's end. Thankfully, all the tried and tested motifs are here – beautiful levels, intense speed, swarms of enemies and plenty of power-ups. And just to make veteran gamers feel at home, *Iridion* boasts a great '80s-style pumping electro soundtrack.

So, with everything in place, it's with some dismay that we have to mark the game down. The trouble is that it's exceptionally difficult to avoid taking damage in *Iridion*, as judging your distance from oncoming enemies and projectiles is near impossible. No matter how skilled you are, losing lives in any of the levels is inevitable unless you dedicate your time to avoiding, rather than destroying, what you're up against.

Ultimately, though, it's the sky-high difficulty level which makes completing *Iridion 3D* rewarding. If you consider yourself a hardcore gamer who appreciates a steep challenge, this flawed but competent launch title will keep you occupied for quite some time.

3

Tweety and the Magic Jewel



GBA REVIEW | From: Kemco **Price:** £35 **Save:** No **Players:** 1-4 **Single cart link:** No **Out:** Now

As Geraint explains over on page 54, the *Mario Party* concept is starting to show the signs of staleness. So, what better for Kemco to bring to GBA than *Tweety and the Magic Jewel* – a hopelessly unimaginative *MP* wannabe that's simply a poor excuse to show off their Warner Bros license.

You'll need three carts for maximum multiplayer mayhem. Shame, that.



At least Kemco have bothered to animate the game board, something that Nintendo have stubbornly refused to do since *MP1*. But a few five-pixel-high bears stumbling drunkenly around the map isn't *quite* enough to compensate for *Tweety*'s all-encompassing ineptitude. The board is too complex for its own good, the rival-scuppering items are pure rubbish, and the minigames – which reach a nadir with a primitive version of Bruce Forsyth's inane Play Your Cards Right – will soon have the GB Advance's screen awash with your real tears.

The final insult is that there's no single-cart link-up option – making *Tweety* as a whole a comprehensive exercise in lazy programming.

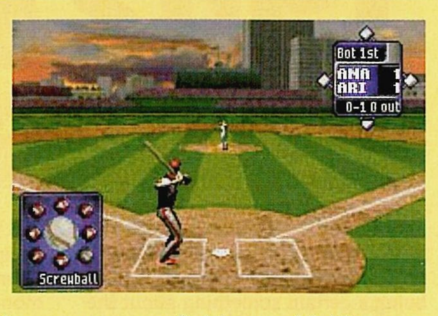


High Heat Baseball 2002



GBA REVIEW | From: 3DO **Price:** £35 **Save:** On-cart **Players:** 1 **Out:** 20th July

The controls are a gift – we feel another homer coming.



The traditional battle on the digital baseball field takes place between your comedy team (usually Konami's *Power Pro*) and your po-faced contenders. 3DO are the first to take the USA's favourite sport seriously on Game Boy Advance, and a fine job they've done, too.

It certainly looks and sounds the part, with silkily-animated rendered players and a guy screaming 'Ball!', 'Foul!' and 'Streeiike threeyerout!' until he's hoarse. And the GBA's relative lack of buttons has obviously forced 3DO to put real thought into the controls, because the intuitive layout makes batting considerably easier than we've come to expect from baseball games – we hit a home run on our first try – and fielding a cinch. In fact, *High Heat* is a fast, enjoyable and exciting re-creation of American rounders throughout.

So, why only three stars? Because, inexplicably, *you can only play against the computer*, which gives *High Heat* all the lastability of a hedgehog playing with a balloon.

3

Mega Man Xtreme

Nothing like trolling around in a super-mecha type of thing, is there?

Oooh, gribbly! Jump. Shoot. Repeat to end.

Bzzt! That'll teach us to avoid those flying pink things.



Cheers, beardie. Just the one? We'll end up going round in circles, which is weird in 2D.

We'd almost forgotten how stumpy the little blue runt is.

GBC REVIEW | **From:** Capcom **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** Now

Like an old yew tree, the *Mega Man* series just keeps bearing fruit from year to year. Except the yew tree's berries are poisonous. Well, you get the point.

Almost without exception, the *Mega Man* games tend to be enjoyable little platforming/shooting romps, with not too much to distinguish them from their woefully inadequate rivals aside from sheer quality. And so it is with *Mega Man Xtreme*, a title which we could easily imagine booting up on a console back in the days when a Labour government seemed unthinkable. Sadly, like Kinnock, '80s gameplay just can't cut it in the modern world.

First, though, the good stuff. Eponymous hero Megsy possesses an animé style all his own, and some 'futuristic' techno-stylings to boot. The little fellow also has a handy knack of upgrading his trusty bio-armour to do battle with never-ending hordes of evil, possessed robots – typically, in a re-hash of previous games' plots, the world's mechanoids have gone berserk, and it's up to Capcom's blue-eyed boy to set things right again.

So, Mega Man's job is to work his way from left to right, jumping gaps and attempting to laser up endless hordes of death-spitting robo-mutants. We say 'attempting', since this is definitely one of the hardest games of its type we've ever stumbled upon. Thankfully, by the good gravy of Capcom, there are numerous save points, so you won't have to repeat the same fairly predictable pattern of jump-jump-shoot too many times.

At heart, *Mega Man Xtreme* is blindingly simple stuff, and as such can only be recommended to those who absolutely *must* have a daily dose of 2D jumping and shooting. To the rest of the world, it's a somewhat pointless and dull enterprise. The sad fact is that videogaming has moved on since the days when this would have got top marks.



1942

Anyone remember the weird way that 1942 numbered its levels? Anyone?





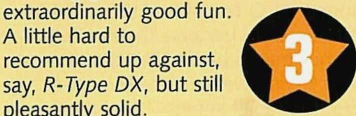


GBC REVIEW | **From:** Capcom **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

Ah, *1942*. Prince among vertical arcade shooting games. And it's still 'the daddy', due to there being a certain something about the pseudo-WWII handle – you just can't beat the thrill of pulling off a loop in your P38 and hammering the machine guns.

So, despite *1942* being about as repetitive a game as you could ever play, it's still very enjoyable indeed. That's not to say there aren't a couple of flaws – in a break from the arcade version, there's no simultaneous two-player action, which is unforgivable, and the classic soundtrack has been inexplicably reduced to something resembling a malfunctioning heart monitor. Very annoying.

Still, *1942* bears up surprisingly well against more advanced (and indeed larger) shooters. It truly deserves its 'classic' status as an exercise in how to make a simple shooting game extraordinarily good fun. A little hard to recommend up against, say, *R-Type DX*, but still pleasantly solid.



Ghosts 'n' Goblins



GBC REVIEW | **From:** Capcom **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

The retro-gaming movement has a lot to answer for – namely, those ill-considered updates which prove how disappointingly poor some creaky classics can be when dragged into the light of the modern day.

Alas, that's the story with this conversion of the NES *Ghosts 'n' Goblins*. It's a devilishly difficult sideways-scroller, where fast-moving ghosties are never more than a pixel away from destroying you (or – in the quirk that made the game famous – leaving you running around in your pants).

However, this conversion is terrifyingly shoddy – developers Digital Eclipse haven't even added an animation for when you plop into the water. *Ghosts 'n' Goblins* is a decidedly inane experience, and only serves to remind you that the only point to such a poor re-release is so folk who remember the original can say, "Oh, I remember that." And that's it, which makes the £25 price-tag stick in the throat. Best to let a sleeping zombie lie, we say.



Surprisingly, this fella is not very friendly. Sigh. Fancy a scrap, sire?

1




Words fail us. This is priceless stuff, gamers!




Good thing UK bobbies don't ram baddies.

Matchbox Emergency Patrol



GBC REVIEW | From: Mattel **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

Just when you're beginning to think that games are the morally-corrupting force the tabloid press believes them to be, along comes some community-spirited top-down racing like *Emergency Patrol*.

You hop into the driver's seat of a cop car or fire engine, and then it's a simple case of legging it to the objective (with a quick check of the map) to handcuff a crim or put out a fire. What really distinguishes it from the likes of *GTA* or *Driver* is the ease of control. Despite a slightly different, D-pad-based control system, you don't go so fast that you're constantly careering into the walls, which is very welcome.

After a while *EP* becomes somewhat repetitive, yet there's something satisfying about pootling around setting the world to rights for a change. That, plus some delightfully cheesy cut-scenes, make this a definitely worthwhile purchase.

4

Dragon's Lair

GBC REVIEW | From: Capcom **Price:** £25 **Save:** None **Link-up:** No **Colour:** Only **Out:** Now

Why, oh why did they bother to resurrect this festering armpit of a game? *Dragon's Lair* was perhaps one of the first titles to actively promote visuals over any kind of gameplay – and here it is, haunting us all over again.

The only function the player has in *Dragon's Lair* is to jab at the buttons when required, in order to further what is essentially a C-grade cartoon. Sadly, there's never any indication what you're supposed to do – instead, you just die and die again until you get lucky. And when you die you're forced to remember what you did when faced with the same screen again. That really is it.

Dragon's Lair sounds utterly wretched, and it is. We'd rather jab ourselves in the eye and dunk our heads in vinegar than spend any more time with this. It's not so much a game, more a mediocre demonstration of technical 'prowess' – albeit an utterly despicable one.

This is retro-poop in its purest form. Buy it only on pain of death.

Press buttons at random for so-called 'fun'.




Dirk dies again – like we care.

1

Indiana Jones and the Infernal Machine



GBC REVIEW | From: THQ **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now



Quite a nice puzzle solved for you there.

Odd top-down swimming view.

Dah da da-daaah, dah da-daah… Some movie licenses are simply certain to raise a smile, if only a disturbing grin from Alan at hearing that whip-crack sound yet again.

The portable version of the N64 game could easily have been a so-so clone of *Tomb Raider* or *Prince of Persia* on Game Boy, but developers HotGen have plumped for a *Perfect Dark GB*-style view that's almost isometric. As such it'll take two minutes to work out what's wall and what's a plummet to a grisly death, but you'll soon get the hang of it.

Unusually for this sort of fare, there's a healthy amount of exploring to be done, plus the odd bit of annoying precision jumping and obscure puzzling. The one real downfall is the lack of a mid-way save point through the impressively huge levels, which means you'll reach a dead-end near the close of a level, only to die unnecessarily and have to do the whole business all over again. And it isn't easy.

Indy's levels bear a pleasing resemblance to the N64 version, including a lot of the same set-pieces and a cut-down version of the script. As such, you accumulate IQ points by collecting treasure, and you can spend them on extra medkits and so on.

Altogether, *The Infernal Machine* is quite an enjoyable confection, featuring enough jumping, shooting and whip-cracking action to satisfy all but the most craven Indiana Jones acolytes. However, it falls slightly short of the magnificence exhibited by the likes of *Perfect Dark* and *Zelda*, or even *Tomb Raider*. But if none of the above are in the shop and you find yourself drawn to a lone copy of *Indy*, do not despair. There are *far* worse platformers in the world than this.

Put a jacket on! Anybody got any Vicks? Lovely!



Plenty of stuff to collect, such as tons of weapons and gems.

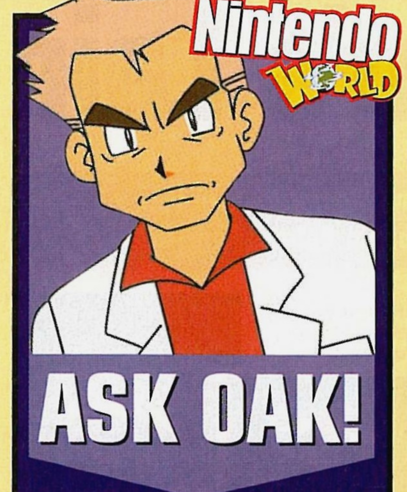
It's a little hard to get used to that view at first.



3

We want your tips! Send them to 'GB Tips' at the usual address. The best one each month wins an Action Replay Online from Datel (01785 810826, www.codejunkies.co.uk). This time, it's **Mark Crawley** from Brislington. Good stuff!





ASK OAK!

"Taking a break from all your *Gold* and *Silver* queries, I've decided to help out with the final stages of *Pokémon Trading Card Game.*"

Gavin Morton, Surrey: In *Pokémon TCG*, I've battled my way to the Pokédome, but I just can't win the Legendary Cards. Do you have any tips?

Prof Oak: As ever, it's a matter of practice and altering your deck based on what you learn from your mistakes – but hopefully these tips should give an idea of which way to direct your strategies.

First up is Courtney, whose tactics revolve around Fire-type 'mon. Naturally, then, use a mainly Water-based deck. Worth a go are Magikarp Lv8, Gyarados Lv41, Vaporeon Lv29 and Lapras Lv31. Beware her Lv37 Moltres and pack lots of Energy Removal and Gust of Wind cards to counteract her ability to put up to four Fire energy cards into her hand.

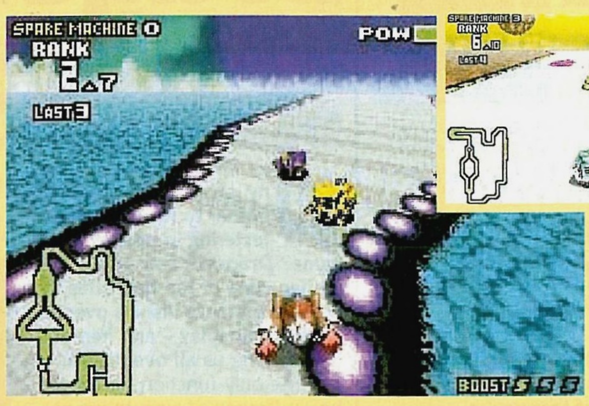
Next is Steve's Legendary Zapdos Deck, so plenty of Lightning-resistant Ground types like Lv8 Diglett or Lv36 Dugtrio and hard-hitting Fighting types like Lv33 Hitmonchan are needed to exploit his weaknesses.

Jack's Articuno Deck is fairly simple if you pick a deck of Lightning types (try Zapdos and Jolteon), 'Colourless' Pokémon like Lv40 Kangaskhan, and lots of Energy Removals to stop your foe powering up his stronger attacks.

Ronald's Legendary Ronald Deck is a bit tougher. You can counter his Dragon types with the more powerful Lightning Pokémon from the previous deck as well as using strong Grass types like Lv25 Scyther and 'Colourless' types like Lv32 Tauros. As ever, Energy Removal and Gust of Wind are handy trainer cards if you need to stall your opponent's use of strong monsters – or simply blow them back to the bench in times of need.

Got a Poképroblem? Ask the Prof!
Write to: Ask Oak, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.

F-Zero Advance



UNLOCK 'THE STINGRAY'
Beat Expert class on Pawn, Knight and Bishop.

UNLOCK MASTER CLASS
Beat any series on Expert class to open up its Master class.

UNLOCK QUEEN SERIES
Finish Expert class on all three starting series to gain access to the Queen races.

UNLOCK THE CHAMPIONSHIP COURSE
Earn a ranking on all 15 starting courses (ie, each of Pawn, Knight and Bishop's five tracks).

UNLOCK 'DIRTY JOKER'
Beat Standard class on the three starting series for this vehicle.

UNLOCK 'SILVER THUNDER'
Complete Expert class on the Queen series to gain this craft.

UNLOCK 'FALCON MK-II'
Beat Master class on any single series – Pawn, Knight, Bishop or Queen.

UNLOCK 'FIGHTING COMET'
Beat all four race series on Master class.

UNLOCK 'JET VERMILION'
Beat all four series on Master class with *every vehicle* to unlock this super-tough craft.

Pokémon Gold/Silver

CLONE ITEMS AND POKÉMON
First off, make your way to a Pokécentre. Once there, save your game and log on to the nearby PC. Attach the item you want to duplicate to the Pokémon you wish to clone, then deposit the monster inside the PC. Now change boxes and wait for the game to attempt the save. When it's in the process of doing so, quickly turn off your Game Boy. When you turn it back on, you will find that the Pokémon and the item are in both the PC *and* your active line-up. Nicely! Five different items and Pokémon can be duplicated in this way at any one time. Bear in mind, however, that this kind of activity can corrupt your saved game, so use this at your own risk, folks.

Mark Crawley, Brislington



GB Action Replay codes

Harvest Moon 2

Infinite Cash
913f03ce
914204ce
910f05ce

Infinite seeds
Turnip 916311cf
Potato 916312cf



Asparagus 916313cf
Tomato 916314cf
Corn 916315cf
Melon 916316cf
Eggplant 916317cf
Peanut 916318cf
Carrot 91631acf
Broccoli 91631bcf
Napa 91631ccf
Grass 91631dcf

Rosemary 91631ecf
Camomile 91631fcf
Sage 916320cf
Saffron 916321cf
Geranium 916322cf
Lavender 916323cf
Primrose 916324cf
Orchid 916325cf



Game Boy Gallery

Darkness falls across the land...



The midnight hour is close at hand. Or something like that. Those words from Jacko's Thriller ring true to this day…

Which just goes to show that old chillers can send shivers up the spine just as effectively as newer stuff. Well, almost.

See, all this talk of Gamecube malarkey shouldn't distract from exactly what makes it all so exciting. It's the *creative possibilities* that get the old excitement juices flowing, and no mistake. Our gallery is a top example of imagination unfettered, and proof you don't need state-of-the-art technology to have a bit of rip-roaring, rib-tickling fun. So, why not kick it retro with us for a while and enjoy the pictorial genius of Europe's finest GB snappers and – of course – mutators. Hopefully, you might even find something to inspire you. Inspire you to win a Joytech Action Pack, anyway. And what better motivator is there than a freebie, eh?

Send us your freaks

In association with



Get creative! Point your Game Boy Camera at something interesting, print out your pic and pop it in the post. We'll print as many of them as we can fit on the page, and our monthly favourite wins an Action Pack courtesy of those kind folks at Joytech (01525 244 200 or www.joytech.net), containing a mains adaptor, rechargeable battery, light magnifier, carry-case and a clear purple link cable. Not a bad little haul. Send your pictures to:

Game Boy Gallery,
Planet Game Boy,
N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW.



EVERY MONTH – ONLY WITHIN THE PAGES OF N64

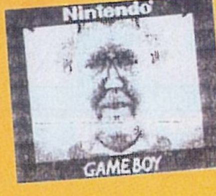


WINNER!

Martin Hingy (that right, Mart?) of the Ruislip massive is a very worrying individual. Here he is kissing a female version of himself. The police have been notified, Martin. Enjoy the kit!

Alasdair Corbett of Troon's creation just loves those Boogie Nights.

Sara Toner of Oldham. Mark once went out with a girl like this. Just once, mind.

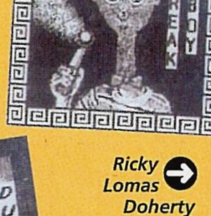


Klaire and Kris Healey of Snodland show us what real horror is.



Devon's veteran GB snapper Dave Fryer in a Fu Manchu moment.

We don't know who sent this in, but we wish they'd stop staring at us like that. Go on, hoppit!



Kieran Gorman shows a mistrust of anything out of the ordinary. Probably a good thing in this case.



Gavin Sheperdson from Washington (oop North, not US). Lookin' sharp!

Ricky Lomas Doherty has found Rickosaur in Swansea, of all places. Weird.

Benjamin Kanavin Loeb from Norway. Looks dodgy to us. His eyes are a bit too close together.



James Bishop from Newick here, or it might be Stephen Edwards. You're supposed to put it in a ball, boys.



Michael Blades of Burnley here. Or is it the work of Salvador Dali, perchance?



That better not be your nose, Mark Armitage from Essex. You want to get that looked at.

The old chin ones are the best, we always say. A beautiful example of the type from Philip Nash of York.

Enigmatic. That's the polite way to describe this delightful pictorial offering from Peter Morley-Soater. Ideas, anyone?

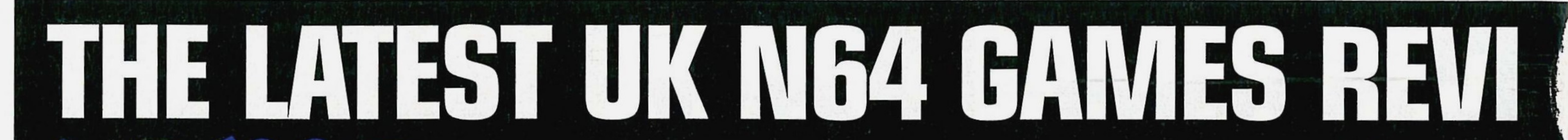
Nick Baldwin has 'guffed'. Environmental Health are clearing West Sussex.



I WONDER WHO IT WAS ??



WHO WOULD HAVE GUESSED!!!

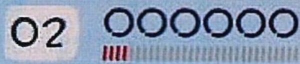


N64 ARENA

KIRBY 64
THE CRYSTAL SHARDS







The pink sucker finally flops exhausted onto UK shores. Enjoy!

GO TO PAGE 50



The games they're playing in America and Japan.

MARIO PARTY 3





Another version of the best party game of all time? Sounds amazing, doesn't it? Find out all about Mazza's latest in our full review.

GO TO PAGE 54

EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

INFO BURST

METROID 64

FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	20 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT? April (US), May (UK), Nov (Japan)

COST: £40

THE INFO BURST

Look for this on all our reviews to get an idea of whether the game in question uses N64 peripherals like Controller and Expansion Paks. Also, we'll tell you whether it works with the new Transfer Pak, when it's on sale, and how much it costs.

N64 PASSPORT COMPATIBLE
CODE E93D0054-003F
You can play this on your UK machine with a convertor cartridge. v3 only

Can't wait for a UK release?

Look out for this logo which tells you if you can play an import game on your UK machine using a Passport convertor, along with the code you'll need (if one's necessary). CA Games (**0141 334 3901**) should be able to help with all your import – and UK – N64 needs. Remember to tell them we sent you!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES

These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...

The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to seek out another title of the same type easily, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses

+ ● Amazing levels.

– ● Appalling music.

If you like this...

Mickey Mouse 64
Rare
N64/76, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS
8 SOUNDS
8 MASTERY
7 LIFESPAN
VERDICT



HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game badge until we know you'll be getting your money's worth.



85% and above *Only after playing a game right through to the end will **N64** Magazine consider awarding it a Star Game badge.*

84% – 70% *If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.*

69% – 50% *Every so often a game comes along that's perfectly playable, but just not special in any way – and simply doesn't make good use of the N64.*

49% – 20% *Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.*

19% – 0% *The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.*

TEAM 64

Taking a few hints from Kirby, we swallowed a load of mad stuff with the scientific objective of seeing what would happen. Stomach pumps at the ready, people...



MARK GREEN
Greener's acting-editing abilities were enhanced no end when he gobbled an S Club CD, which replaced his head. "Now I'm closer to my love," quoth the love-struck fool.
GAME OF THE MONTH Kirby 64



DARK MARK
Dark Mark casually knocked back TNT with a curry powder chaser. The rest of team 64 were mildly taken aback when he started blowing smoke out of every orifice.
GAME OF THE MONTH Kirby 64



JUD WEBB
Jud's intimate relationship with his car finally bore unwholesome fruit. He didn't swallow anything, mind – this is all the result of extensive surgery.
GAME OF THE MONTH Kirby 64



GERAINT EVANS
Aw, diddums! Young Geraint reached his teens this month and gobbled bamboo shoots mixed with hair from the plughole. Strangely, he now calls himself 'Capital Bear'...
GAME OF THE MONTH Kirby 64



PAUL EDWARDS
"Glub! This is (glub) great (glub)!". Paul arrived into work this month with a rubber-suited Californian on his back, having finally become that which he most desires.
GAME OF THE MONTH Kirby 64



ALAN MADDRELL
Alan's legendary time-keeping abilities finally got the better of him. The sheer horror in the expression says it all. Or maybe it says, "What? Labour won the election?". Twonk.
GAME OF THE MONTH Kirby 64



STEVE JALIM
Pint-sized Prod Ed Steve swallowed a strange mushroom. He passed out for hours, then started gibbering about dreaming he was the same size as a normal person. Silly boy.
GAME OF THE MONTH Kirby 64

PREVIOUSLY IN N64 We first stumbled on *Kirby 64* yonks back in issue 39 and reviewed it last September.

After each level you get the chance to jump for a tasty power-up. Trickier than it looks.

Aw, diddums. What could go wrong here, eh?

Pink thing sucks up other pink thing and spits it at big pink thing. It's fun!

Our picture of an umbrella is pretty naff.

A penguin's your first choice for covering lava.

Kirbs attacks the mini-boss by turning into a statue of a fish. No, really.

What fun could lurk within that oddly-coloured combo power, eh? Suck it up and see, me old pal!

That looks dangerous, if you ask us. Nice scenery, though, if a touch deserted. It could almost be 3D…

That path is sort of curving away. Jeepers, that's kinda weird. Nice fiery attack.

KIRBY 64 THE CRY





INFO BURST

KIRBY 64: THE CRYSTAL SHARDS	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	Now

COST: £45

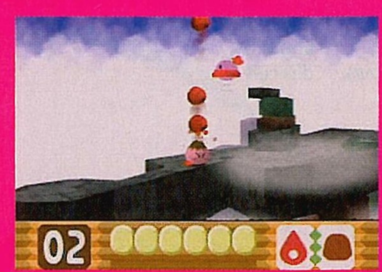
The rubber bouncing

You know those knobbly white bits of rock you always find on the underside of desks? If you hadn't guessed, it's chewing or bubble gum that's been left to solidify for about a year. A charming thought, and no mistake.

Yet that's exactly how Kirby must feel, having been left on the warehouse shelf by the powers that be (ie, Nintendo), mouldering for the last 12 months when he was supposed to be released here in the UK. It's a shame this was allowed to happen, since *Kirby 64: The Crystal*

PHAT MIX

One of the best bits is mixing powers to create enhanced attacks. Check out this grid for some of those oddball combos.

	Stone	Bomb	Frost
Spark	 This electric yo-yo can be swung round or detonated. It's an effective combo indeed.	 This lightbulb behaves much like Kirby himself, and isn't great at killing things.	 The refrigerator. Not the '80s American footie player, but a food-spitting delight.
Needle	 You can wield the drill before you, or send it off spinning across the screen. Aces.	 You become a spiky horror for a while, and can detonate yourself like a nail bomb.	 Kirby grows some icy spikes all over. 'Chilling' to watch, but not terribly useful.
Burn	 You're now an erupting volcano, spitting rocks over a disappointingly small distance.	 Use this three times in a row to pull off a devastating fireworks display. Magnificent.	 Oh, dear. The flaming ice cube is about as effective as a real-life one would be.

AROUND THE WORLD

The alert among you will know that there are six worlds to liberate from the clutches of the evil Dark Matter. Typically, these follow the old clichés of gaming: the watery one, the desert one, the icy one, etc. However, in the four levels (plus boss) that make up each of these worlds, there's a variety of scenery, from castles to caves. Which is nice.

STAL SHARDS

ball comes back.

Shards is one of the more curious N64 efforts we've seen of late.

Ordinarily we might turn up our connoisseur's noses at a simple 2D platformer, but just a couple of minutes' play reveals there's a lot more underneath Kirby's pink (though now slightly wrinkly) balloon-like skin.

So, having first reviewed the game back in **N64**/45 – September 2000 was *Kirby 64*'s original UK release date, trivia fans – it looks like we'll have to play it through all over again. Surprisingly, it still makes us chuckle. Let's get to it…

CHUCK IT UP



Kirby can swallow a lot of stuff, from simple health-filling tomatoes to boxes and, most importantly, the dreaded enemy. Once one's in your gob you have many options: you can spit him out again; hold the geezer aloft or swallow him. By holding your enemy up, sometimes he will keep spitting fire, water or whatever, while swallowing certain foes will give you a Power Ball, which can either be thrown at another enemy to create a combo power, or used as a weapon on its own. Enjoyable stuff.



△ "With my 'hot' new hat, I'll never be defeated!" (Cough.)

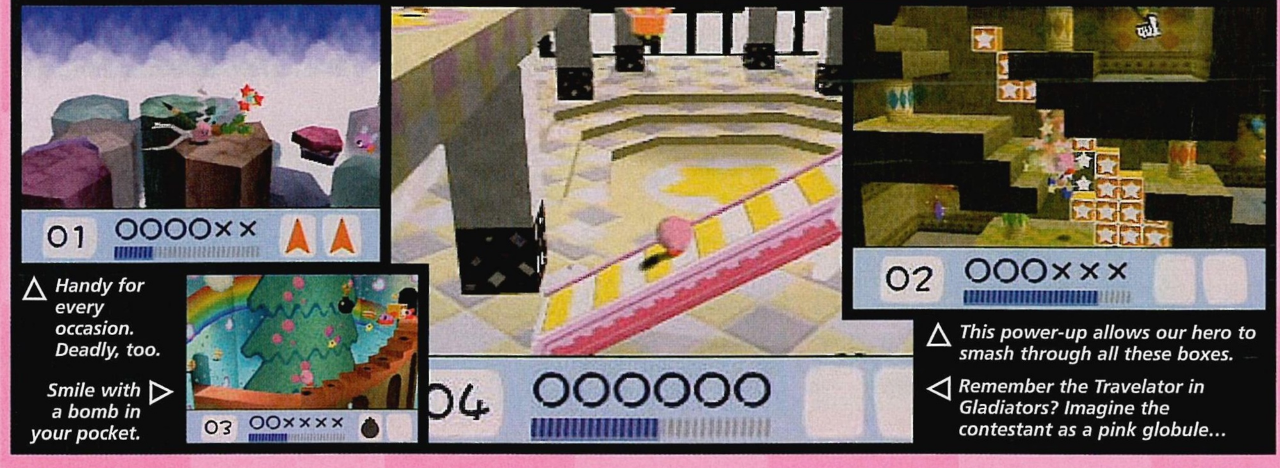
◁ Bit of a wasted power, here, but there's more later.

GO! GO!






I NEED SOMEBODY
Help is often on hand from your chums, once you've freed each in turn from the evil possession of the enemy by fighting them. You ride on the mallet-wielding penguin, the artist will paint you goodies and the little odd thing (see above) joins you for a quick raft ride. They're a strange bunch, yet unfailingly cheery, bless 'em.



△ Handy for every occasion. Deadly, too.

Smile with a bomb in your pocket. ▷

△ This power-up allows our hero to smash through all these boxes.

◁ Remember the Travelator in Gladiators? Imagine the contestant as a pink globule...

When it comes time to sorting through the pile of Game Boy carts that wings its way onto our desks each month, there's normally a collective shudder when we see how many lifeless, generic third-party 2D platformers 'grace' the eight-bit workhorse.

However, *Kirby 64* on the N64 always promised more. A *lot* more. Yes, it's a simple left-right kind of affair, but it bristles with features and inventive moments. The more usual set-pieces make an appearance, like swimming or riding piggyback on an oversized penguin dressed like Santa Claus, but the greatest moments of pleasure come from seeing what our hero will get up to next.

Kirby's versatile enough that you'll find yourself consciously experimenting to see what happens when you combine two of the many power-ups he can hoover up. A little more fun than the tedious *Rayman*, it has to be said, as these experiments produce results that vary from the sublime (flaming sword) to the ridiculous (flaming ice cube).

Kirby is a quirky beast, too – best demonstrated by the bosses you'll bump into at the end of each of the six worlds. The first such nasty, a tree who spits apples that you suck up and spit back at mini-trees, is soon eclipsed by progressively weirder weirdos until you reach the rotating monster comprised entirely of simple, flat polygons that's as mad as a bagful of monkeys.

Add to all that Kirby's entertaining shapeshifting malleability and you know that the good times are surely bound to ensue. Or are they?

The thing that'll strike you first about *Kirby 64* is that it's about as difficult



VISUALS *This has got to rate as one of the best-looking 2D platform adventures in existence...*

MOVING STUFF



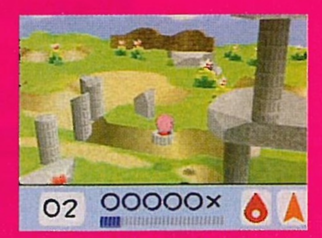
FLY!
By sucking in air, Kirbs can float across the top of the screen for a while. Very useful.



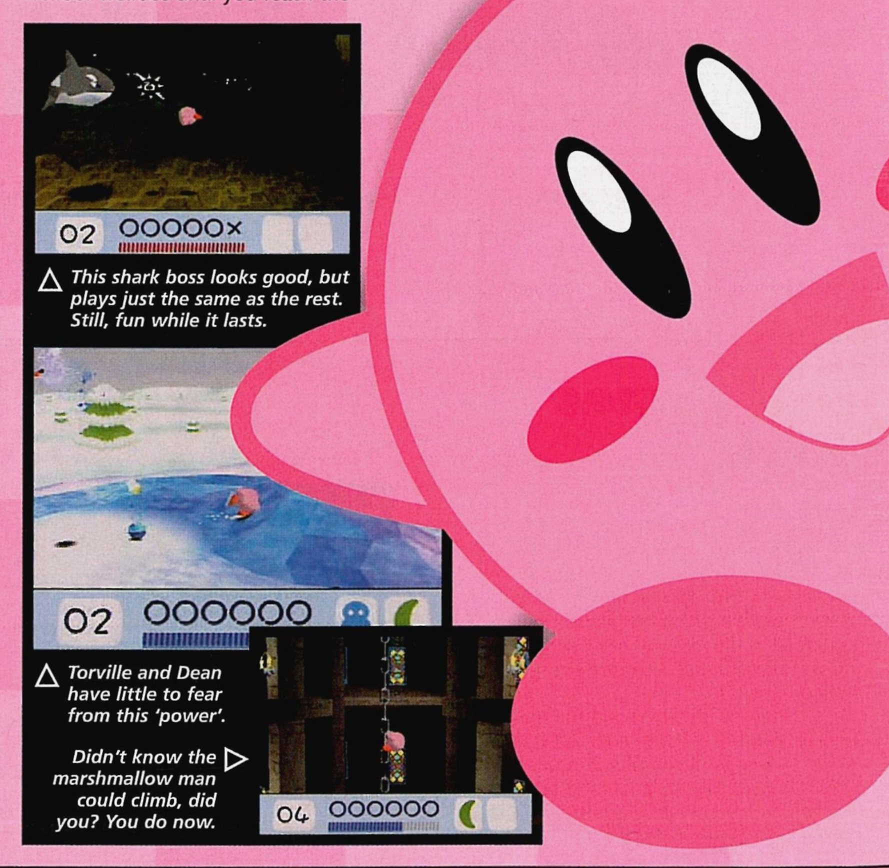
SWIM!
Strangely, Mr K doesn't need air, but can suck it in underwater to rise to the top. Eh?



DUCK!
Kirby can also flatten himself to roughly half normal height to avoid attacks. Rarely used.



JUMP!
By jumping into an overhead platform, you can sort of ooze round it and end up on top.



△ This shark boss looks good, but plays just the same as the rest. Still, fun while it lasts.

△ Torville and Dean have little to fear from this 'power'.

Didn't know the marshmallow man could climb, did you? You do now. ▷

FUN-SIZE FUN

The minigames, while not hugely diverting, will raise a smile for about half an hour or so. First of the three is the jumping game, where you hit A or B to jump either two spaces or one, thus avoiding water pools. Not bad. We also quite liked the one where you make the floor disappear in front of you to send foes plummeting to their doom. The last of the lot is a bit of a comedown – you barge your chums out of the way to catch fruit in a basket. Er, yes.

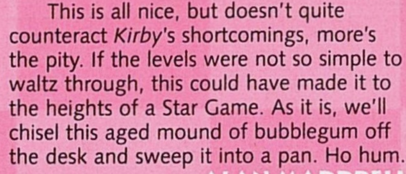




as fighting your way out of a *ripped* paper bag. True, there are about as many levels as, say, the lengthy *Mario Advance*, but it is quite possible to avoid enemies and barrel through the levels in seconds flat using one of the more effective powers. And although it's so strangely enjoyable to hover, swim and explode your way through the 2D levels that you'll find yourself coming back to it just to have a quick fix – almost like a racing game or *GoldenEye* – the sheer simplicity isn't good in anyone's book. As for the bosses, once you've sussed out the tactic (either whip the boss with a weapon you already have or suck up his babies) every one is the same, and there are no powers lying around to use.

That said, it's worth mentioning that to collect all the crystal shards in *Kirby*, you'll have to spot some carefully-hidden chequered patches, then go and find the combined power that's needed to unlock it. It's hardly an ideal way to extend the title's longevity, but it'll take quite a while. Similarly, there's a trio of multiplayer minigames that'll keep you entertained for another few minutes, all of which improve *Kirby*'s value-for-money factor slightly.

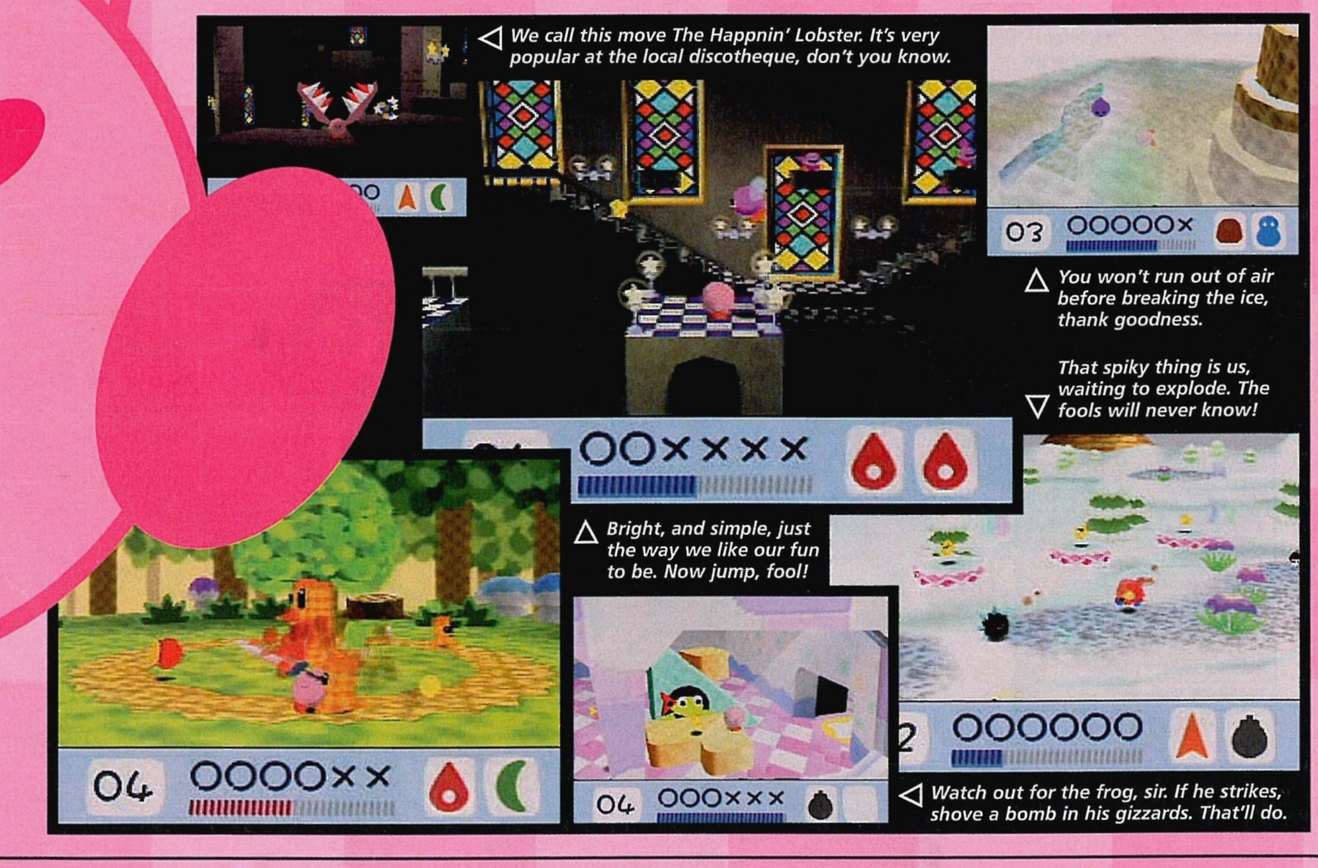
Kirby has got to rate as one of the best-looking 2D platformers in existence, too. Despite employing a cartoony colour palette, the backgrounds are well worth a peek as they slowly move around. As our stretchy hero moves along a curved path, the camera pans around to show more of these varied environs, so you get a peculiar 2D/3D effect at times.



If the levels were not so simple to waltz through, this could have been a Star Game.

This is all nice, but doesn't quite counteract *Kirby*'s shortcomings, more's the pity. If the levels were not so simple to waltz through, this could have made it to the heights of a Star Game. As it is, we'll chisel this aged mound of bubblegum off the desk and sweep it into a pan. Ho hum.

ALAN MADDRELL



We call this move The Happnin' Lobster. It's very popular at the local discotheque, don't you know.

You won't run out of air before breaking the ice, thank goodness.

That spiky thing is us, waiting to explode. The fools will never know!

Bright, and simple, just the way we like our fun to be. Now jump, fool!

Watch out for the frog, sir. If he strikes, shove a bomb in his gizzards. That'll do.

pluses & minuses



- Brilliant combination powers.
- Versatile main character.
- Amusingly crazy enemies.

–

- Way too easy.
- Pretty pointless minigames.
- A bit repetitive

If you like this...

Yoshi's Story
Nintendo
N64/14, 86%
Bright, funny and very clever. A much underrated platformer.



8 VISUALS
Tasty-looking all over, with cute cut-scenes. Sweet as can be.

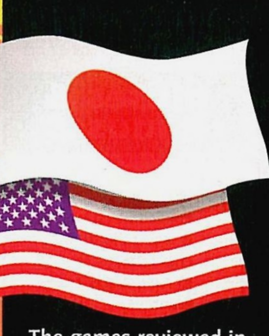
7 SOUNDS
Good, plinky fairy-tale tunes, but that's really about it. Hmm...

6 MASTERY
The analogue stick is only used in the minigames. Tsk. Very simplistic throughout.

6 LIFESPAN
You'd have to be obsessed to spend longer than a couple of days noodling around finding everything.

VERDICT
There's nowt wrong with 2D gaming, but *Kirby* ends up as a second-rate platformer with first-rate innovations. Definitely worth renting over a weekend.





The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

PREVIOUSLY IN N64 For an alternative opinion on *Mario Party 3*, check out Mark's review of the Japanese version in **N64**/52.

MINI LAME

While the majority of the minigames found in Mario Party 3 are a rollicking good laugh in multiplayer, a few leave you wondering why Hudson bothered in the first place. The random, skill-less nature of the luck-based minigames is infuriating, as there's nothing you can do but chance your coin haul to a CPU who always seems to know better. But what really gets our back up is the sickly-sweet 'Toad' tile. Land on this and you're required to answer a childish question – the correct answer to which is always the most morally sound option. Euch! A family game it may be, but we prefer not to be patronised, thank you.

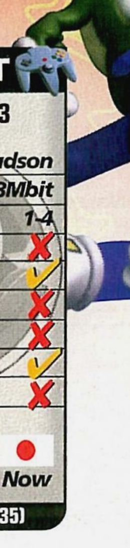




N64 PASSPORT COMPATIBLE
CODE E93D0054-003F
You can play this on your UK machine with a convertor cartridge. v3 only

MARIO PARTY 3

Yo DK, pump this party!



INFO BURST

MARIO PARTY 3	
FROM:	Nintendo/Hudson
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?



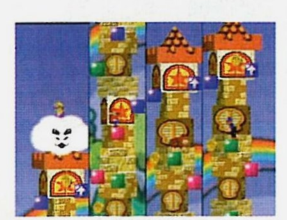
US	UK	Japan
Now	Nov	Now

COST: $50 (approx £35)

HIT ME BABY ONE MORE TIME

Happily, after you've played a minigame once, you can access it whenever you please. Here's a rundown on those we just can't stop playing...

Awful Tower



Patience and timing are required to leap up a series of moving blocks to the tower's top. If you're too impatient or miss a jump, you could find yourself tumbling to the back of the pack.

Water Whirled

Simply race round five laps of an oval track. The faster you go, though, the harder it becomes to turn, so a steady balance between power and caution is needed. Don't forget to ram your mates!



Pump and Away



One of the better two-on-two team games, this. Use timing to pump up a rocket over a set time. The better your team's timing, the higher into the stratosphere your rocket will travel when the timer runs out.

Bounce Trounce



A variation on *Mario Party 2*'s Bumper Balls, you have to knock your opponents off a steadily-decreasing play area. This time, however, you can jump and spin attack your rivals. Great fun.

Aces High

Another one of the more enjoyable minigames. Take to the skies in a winged rocket and attempt to shoot down your opponents with missiles. It may be hard to see at times, but it's certainly frantic.



Storm Chasers

Carrying a pot with a Piranha Plant seedling inside, you need to leg it around a desert and follow a rain cloud above, helping your plant grow. Trouble is, there's only room underneath for one player.

ACTION STATIONS
Just to spice things up even more, Hudson have included various 'action events' which take place on the main game board. When a prompt appears, you must tap A or move the analogue in a certain direction to avoid incoming dangers like rolling boulders, or choose between two surprise gifts.





PLOT ROT
Try as they might, Hudson wouldn't know an inventive story idea if it kicked them in the teeth. Instead they've plumped for a variation of *Mario Party 2*'s plot. This time, however, instead of competing for the honour of having a new world named after them, the characters are battling over the 'Millennium Star', which falls from the sky outside Peach's castle. A truly pitiful plot.



Make your way to the star to claim it as your own. The player with the most stars wins.

Just match the card and slap your hand down first.

All you have to do to unlock a minigame...

...is play it once. It'll then appear in Toad's game room.

No matter how many more tubes of Pringles or litres of Fanta we managed to consume during our third – and hopefully, final – seven-hour Mario 'Party' stint in as many years, a depressing feeling of déjà-vu remained. To be perfectly frank, there's nothing worse than plugging in a brand-new cartridge knowing *full well* what you're going to be faced with. Unfortunately for Hudson, that's exactly what happened with *Mario Party 3*.

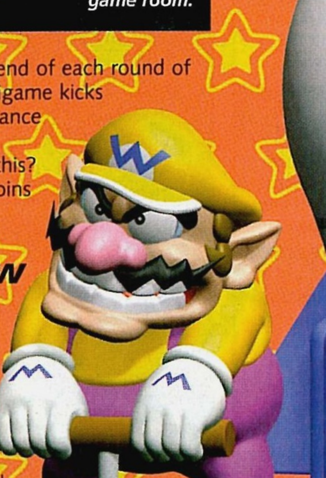
If you've been unable to sample any of the *Party* incarnations which preceded this one, allow us to fill you in on the drill. Take any number of players from one to four, and each choose a character from Ninty's famous roster. Next, select how many turns each player will get before the game ends, followed by your choice of themed play area. From here on in, turn-based board-game action ensues. A die is rolled, your character moves the corresponding number of spaces, hopefully gaining coins or stars, and play moves on to the next character.

Naturally, that isn't *all* there is to *Mario Party 3*. Differently-decorated spaces on the board prompt special events – bog-standard 'safe' blue spaces deliver three extra coins, while Goomba-emblazoned tiles initiate battle-based four-player minigames. In conjunction with these, various special locations are littered around the board, including item shops which allow you to purchase things – such as keys – that'll affect the state of play.

MASTERY *With so much going on, the flow of play on the map is ruined.*

And, as ever, at the end of each round of turns, a random minigame kicks in, giving you the chance to nab extra coins.

The point of all this? To collect as many coins and stars as possible, as whoever has the most stars at the end of the final turn wins. And if you think it sounds like fun,



GO! GO!

pluses & minuses

+
- An absolute riot in multiplayer.
- Loads of minigames.
- Good, clean family fun.

−
- Not significantly different from its predecessors.
- Ropey presentation in places.
- The computer cheats like a swine.
- Little fun for lone players.

If you like this...

Mario Party 2
Nintendo
N64/42, 87%
Arguably the best of the series. If you own it, don't bother with this.



6 VISUALS
Plain pretty at best – choppy and jagged elsewhere.

7 SOUNDS
Not too bad at all. Light, chirpy and, at times, strangely funky. We like it.

6 MASTERY
Hardly groundbreaking stuff, and what it does do, it doesn't do particularly well.

7 LIFESPAN
With enough friends and family members, you'll dust this off and play fairly frequently.

VERDICT
Three years on and it's still good fun, and the minigames are still amusing. Despite that, it's still just *another Mario Party*...

74%

BOARD STUPID

The boards open to you are not quite as exciting as they were in Mario Party 2, but rest assured, they're still packed to the rafters with devious tricks.



Chilly Waters
This is the first of the game boards, and by far the easiest. Adorned with footie-playing penguins, giant snowmen and fairy lights, it's the least imposing of them all.



Bloober Sea
Another fairly simple board, without many nasties to look out for. Keep an eye on those pesky sharks, mind, or they'll have you bouncing all over the shop. Which ain't good.



Spiny Desert
One of our faves, this. The medium difficulty means that there are plenty of traps to look out for, such as spiky cacti and quicksand whirlpools which warp you around.



Woody Woods
Easy on the eye, but this can be a real nightmare at times. Look out for the prezzie-giving tree to the left – and those stinkin' moles, who'll readily change the direction of play.



Creepy Cavern
As you'd expect, this is the most hardcore of the lot, so watch out for filthy, coin-stealing traps, Thwomps, and rolling boulders which scupper your chance of success.

you'd be right. Grab three of your mates, play for five minutes, and rest assured you'll be throwing Jelly Babies and insulting each other well into the early hours of the morning. As a curiosity, and a multiplayer game that doesn't demand intense concentration, *Mario Party 3* works very well – the trouble is that at £50-plus for an import copy, it's a diversion you could probably afford to do without. And that's especially true when you consider the number of problems inherent in the game.

Our first gripe is with the below-par presentation. Okay, so it looks bright enough, and the in-game tutorials are superb. But the standard of visuals in a game of this nature could be *so* much better. The characters, for example, all seem jaggy and poorly defined when viewed from a distance, while the menu screens and intro look a little too hurried for our liking – indicating that not *too* much effort has gone into improving the series this time around.

VISUALS *It looks bright enough... but the visuals in a game of this type could be so much better.*

Secondly, if you're lacking human opponents to play against, there really isn't much point in picking up *Mario Party 3*. As a single-player experience, you'll be ripping your hair out as the CPU 'instinctively' guesses your plans time and again. Attempts to reach certain game-winning stars are all too frequently scuppered by N64 opponents pulling a fast one on you, switching your direction of movement around the board, or using a genie's lamp to steal the star from right under your nose. The minigames are also hampered in this way, as certain CPU opponents turn in a near-flawless performance for each and every round.

Our last niggle is the somewhat stilted nature of the play experience. With so much going on as you trek around the board, and minigames popping up left, right and centre, the flow of play on the map is ruined. You never really get a sense of progress – instead, you find yourself just shuffling along, hoping that everything will swing in your favour by the game's end.

What you're left with, then, is a game which only marginally improves on its predecessors, and appeals only to those who don't have the first or second instalments, but do have a constant supply of eager friends and family members to play with. Ultimately, *Mario Party 3* is a rather shallow experience – and a Mario-branded title that struggles to be worthy of your attention.

GERAINT EVANS



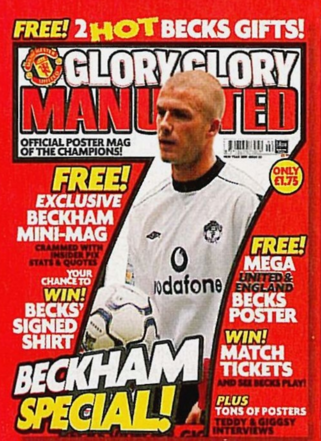
△ This item game requires you to smack a baseball into the desired prize.

◁ Another two-player team game. Chop the logs as fast as you can.

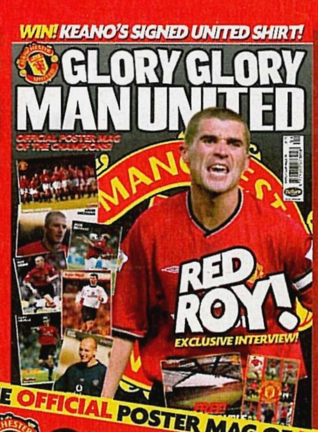
It's not that ▷ it's bad, it's just not that different from before.


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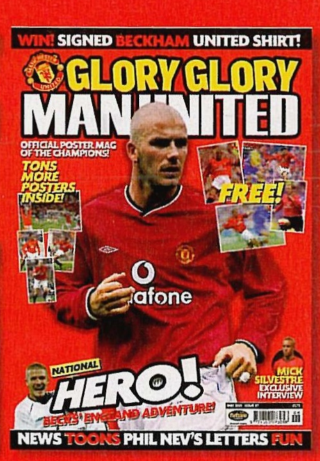
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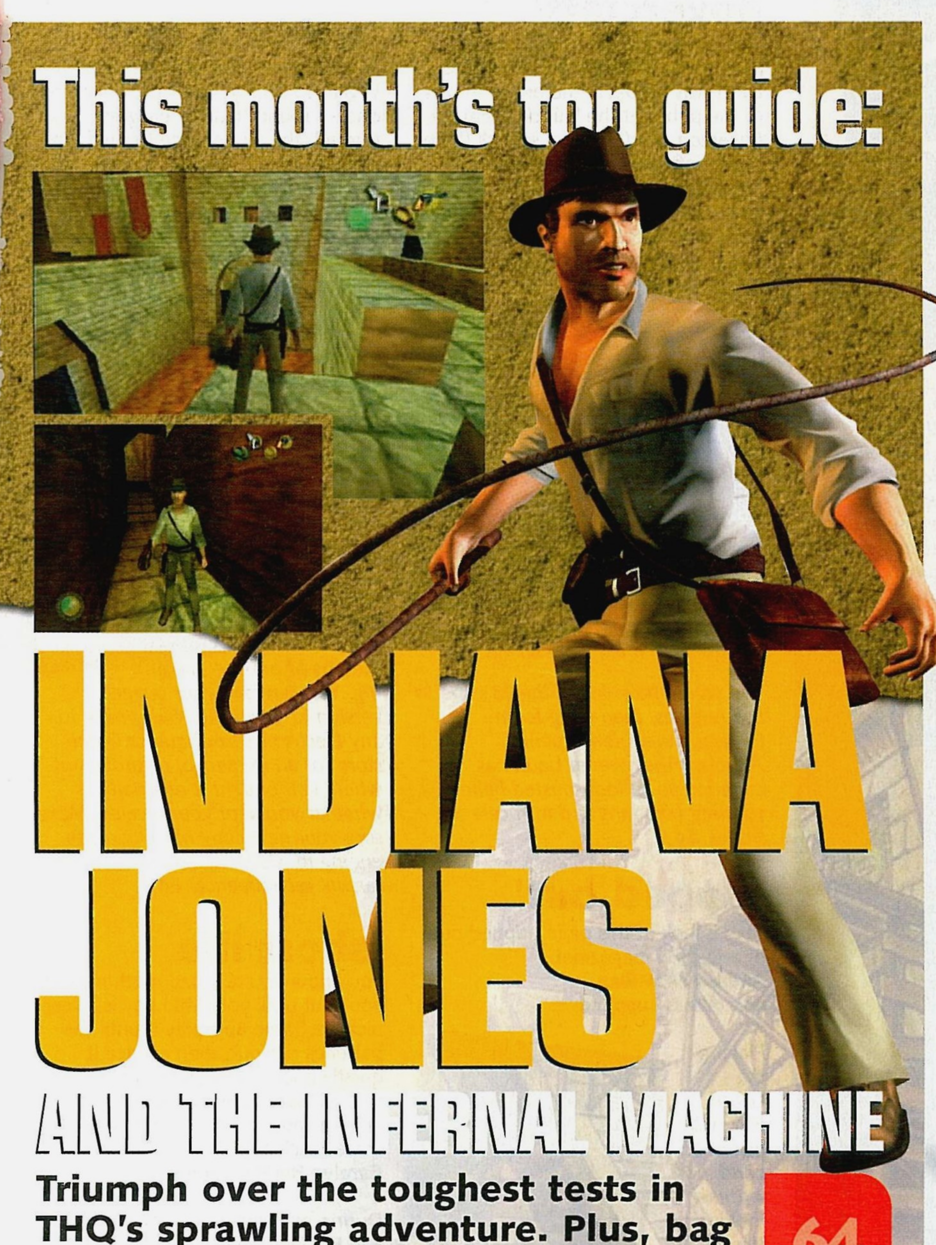
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Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS





Triumph over the toughest tests in THQ's sprawling adventure. Plus, bag a big bundle of cracking cheat codes! 64





Turn to page 69 to get your free £5 off voucher...



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Each month, our Star Letter wins a Gamester GBA Ultimate Essentials pack from Radica:UK (01992 503133). All other letters printed win an **N64** badge!



Quake in fear, puny mortals, as Mark answers your letters. (Not scared? We weren't either, but try to act worried anyway.)

N64 STAR LETTER

'the results'

Hello, **N64** Magazine! I am a 12-year-old boy from Bodø in Norway. My hobby is making Nintendo figures. My latest project is a set of characters from *Conker's Bad Fur Day*. I thought you might be interested in having a look at the results.
Thomas Nygard, Norway



Conker? He looks so good, you can almost hear him swear...



Perfect for tackling the poo monster!

Crikey, these are simply brilliant. Love the tank, too – someone should tell the armies of the world not to waste any more money on mechanical tracks, when a bundle of carelessly-daubed toilet rolls will do just as well. **Ed**

Correction corner

Andrea may have gone, but the spirit of The Stick™ lives on. Ouch.

In **N64**/55, you mention *Mario Kart 64*'s Moo Moo Farm in one of the Directory top fives, but the picture shows Toad's Turnpike. Oh, and on page 65 of **N64**/52, the text says to head to East Clock Town – but the screenshot shows the West. Are you trying to confuse us?
'Drunken Squirrel', Southampton

Yes – but seeing as you're just a squirrel, and a sozzled one at that, we didn't have to try too hard. **Ed**

Look at *Mario Party 2* in Directory. You printed "your in for..." instead of "you're". Don't worry, that's a common mistake among two-year-old children.
Sadik Quoraishi, Wales

Steve's fault. He's three, actually. **Ed**

I'm correcting a correction. In **N64**/55, Richard Eccleston claimed that the Pokémon you referred to as Nidoran in Pokémon Club was actually Rhydon. In fact, it was *Rhyhorn* – Rhydon doesn't stand on all fours.
Will Havercroft, Bristol

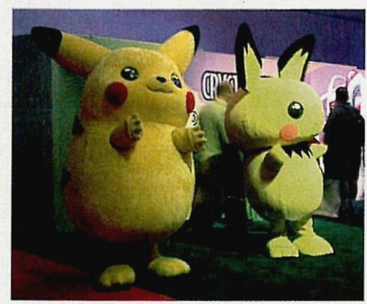
Haven't you people got anything better to do? **Ed**

What's Dr Kitts playing at? In *GoldenEye*'s Statue level, the flight recorder is orange, not yellow. Remember this name – you'll be hearing from me again.
Lewis Brundish, Alresford

That's what that woman said just before she left the office for good. You know, whatshername. **Ed**

'three hovercraft'

Hey, there! Thanks to you guys putting me in touch with Nintendo UK, I was probably the only member of the public at the launch event for *Pokémon Gold/Silver*. I saw all three hovercraft, and got a free cooked breakfast, a go on *Banjo-Tooie*, a copy of *Pokémon Gold*, plus a look at some folk in big foam Pokémon suits trying to move around. Hilarious!
James, via email



△ *"You know, I'm sure we'd get more attention if we wore bikinis."*

You would have loved the E3 expo in Los Angeles, then – big foam Pokémon were ten-a-penny. Although they weren't quite as common as balloon-busted babes sporting fake tans and insincere smiles. **Ed**

'ripped out'

Take a look at this page I ripped out of a fashion magazine!
Andrew McMillan, no address supplied



Playing the Game Boy with just one hand, and without looking at the screen? Clever girl. **Ed**

'without fear'

For Christmas, I received the great *WWF No Mercy*, but – like everyone else – I found that my progress through the game wasn't saved. So I emailed THQ, and they sent me back this letter. I exchanged the game at my local Game store, and now I'm able to play *No Mercy* without fear of my data being erased. The only problem now is that there's no blood in the new version!
Joe Thumpston, Colchester

Hurrah! THQ 'spring' into action after just five months of um-ing and ah-ing. You can take your bugged version of WWF No Mercy *back to any Electronics Boutique or Game store for an exchange, regardless of where you bought it originally or whether you kept your receipt. Make sure your new copy has a barcode ending in '030304', though. Let the rasslin' recommence!* **Ed**

'short life'

You know you're a bad mother when you wait until your little boy is asleep, nick his Game Boy, play it until the batteries run out, then replace it quietly and tut in agreement with him the next day when he bleats about what a short life batteries have in these machines. I'm a bad mother.
Carolyn Buckle, Tamworth

During multiplayer games of Conker's Bad Fur Day, *Alan claims that he too is a 'bad mother'. Is that the same thing?* **Ed**

'empty bottle'

Did anyone see the Children's ITV programme The Big Bang on 4th May? They showed you how to make an ocarina from an empty bottle – and the presenter played Zelda's Lullaby on hers!
Jack Chuter, Basingstoke

That presenter was none other than Violet Berlin, videogame fanatic most famous for fronting mid-'90s ITV games show 'Bad Influence'. When did she grow hair? **Ed**

'adult animation'

I have recently come to the conclusion that Rare don't have an original bone in their highly-paid game-designing bodies. Take *Perfect Dark*. I'd like to call to the stand Ghost In The Shell, an adult Japanese animation from 1995, set in a city of the future, in which a female agent investigates criminal activities. Sound familiar? Actually, you'll probably be asking what I was doing watching adult animation. Well, it was on the Sci-Fi channel one night when I was bored. Honest!
Jonny Sims, Warrington.



What you conveniently didn't mention is that Ghost In The Shell's secret agent, Motoko, is "almost completely robotised" and has a "sub-brain that can access any kind of computer network on the Earth." Sound familiar? Er, no. **Ed**

'same shop'

I've got an idea for a new feature in your mag. It'd be called 'Lousy Bargain Hunters', and would contain the most ridiculously expensive game prices, as sent in by readers. What do you think? I have a few to start you off, such as *Resident Evil 2* for £59.99 in Woolworths, Worcester, and *Jet Force Gemini* for £49.99 in the same shop – it's £13.99 in the HMV store across the street.
Richard Eccleston, Stourport-on-Severn

Not a bad idea – especially as several stores are selling the Game Boy Advance for as much as £100, when it should be as little as 75 quid. Shop owners, hang your heads in shame. **Ed**



'the robes'

Watching Star Trek III: The Search for Spock, I noticed that, by a curious coincidence, the robes of the Vulcan priests near the end of the film are decorated with the Triforce symbol. This got me wondering whether Shigsy might be a Trekker. Can we expect the Borg to feature in *Starfox Adventures*?
Mike Jenkins, via email

We don't know about the Borg but, as Mark revealed in his movie-related feature back in **N64***/37, the self-aware space robot in* Lylat Wars *is a reference to V'ger in Star Trek: The Motion Picture. Expect Shigsy to be strutting around in pointy ears and a figure-hugging jumpsuit any day now.* **Ed**

HELLO?!

Ear-melting mobile melodies

Our plea for Ninty-related ringtones in **N64** /55 didn't go unheeded. **Lee Spencer** from **Witney** sent us a shedload of *Zelda* themes, and wins an N64 joypad for his troubles – our other composers get an **N64** pin badge. Cheers!

Zelda's Serenade of Water
(bpm: 90)
4d1 4f1 4a1 4a1 2b1
4d1 4f1 4a1 4a1 2b1
4a1 4d1 4f1 8f1 8g1 4a1 4f1 2#c1 2d1
Lee Spencer, Witney

Zelda's Minuet of Forest
(bpm: 100)
8d1 8d2 2b1 8a1 8b1 2a1
8d1 8d2 2b1 8a1 8b1 2a1
8e1 8a1 4g1 4a1 16.g1 16.a1 16.g1 2#f1 1e1
Lee Spencer, Witney

Super Mario's Overworld Theme
(bpm: 180)
8e2 4e2 4e2 8c2 4e2 4g2 4- 4g1 4- 4.e2 4.c2 4.g1 4a1 4b1 8a1 4g1 8g1 4c2 8e2 4a2 8f2 4g2 8e2 4c2 8d2 2b1 4.e2 4.c2 4.g1 4a1 4b1 8a1 4g1 8g1 4c2 8e2 4a2 8f2 4g2 8e2 4c2 8d2 2b1
Marc O'Leary, via email

Perfect Dark's Carrington Institute
16c1 4f1 4g#1 4g1 4d#1 32c1 4c#1 4g#1 4a#1 8g1 8d#1 4f1 4f1 4g#1 4g1 4d#1 32c1 4c#1 4g#1 4a#1 8g1 8d#1 4f1 16c1 4f1 4g#1 4g1 4d#1 32c1 4c#1 4g#1 4a#1 8g1 8d#1 1f1
Adam Charlton, via email

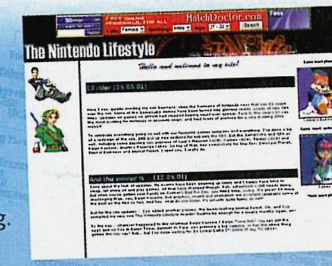
SURF'S UP

The best Ninty fan sites you'll see.

PURE NINTENDO
purenintendo.egncity.com
Although it was taking a temporary vacation at the time of writing (thanks to "GCSEs and other assorted exams"), Pure Nintendo is definitely worth visiting. Chock-full of news, previews, reviews and cheats – handily arranged into N64, Gamecube and Game Boy sections – 'PN', as it likes to be known, has most other fan sites hanging their heads in shame. The downloads section is top – featuring Ninty-themed mobile phone graphics and ringtones – and the relaxing lime-green colour-scheme gets our vote, too. Nice.



THE NINTENDO LIFESTYLE
linca.50megs.com/nintendo/index.html
A product of the mysterious 'Linca', The Nintendo Lifestyle is a Ninty-based news site that scores over its many rivals in one hugely important way – the sheer quality of the writing. Gamecube, N64 and GB previews, reviews and news stories not only look great, but sparkle with the author's unrivalled command of the English language, making The Nintendo Lifestyle a blinding read – although we have to admit to being a little mystified by the random reference to P J Harvey...



Created a website you're proud of? Send its address and your details to: Surf's Up, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.

GO! GO!


BONUS LETTERS

Sorry, I just got carried away.
Graeme Beech, Fulwell

Don't worry – it happens to the best of us. There's always next time. **Ed**

I'm starting to miss Tim and Jes's mad antics.
Tracey Chung, Shirehampton

You wouldn't say that if you'd been on the receiving end of the 'Nazi Hoover Box' prank. **Ed**

A new, geeky mountain-climber is in, too.
Ashley Phillips, Surrey

That's a shame. Bring back Brian Blessed, I say. **Ed**

Interest fading… fading… fading… rising… gone…
Owen Evans, Bridgend

See the response to the first Bonus Letter. **Ed**

I am glad to point out that Rare have been "using the eraser".
Nameless, Anytown

We wondered how they got rid of the original Dino Planet cast. **Ed**

Shigsy, maybe a four-player *Zelda* next time?
Paul Richards, Sutton-in-Ashfield

Not if it takes him four times as long to finish. **Ed**

Come on, guys! I'm, like, a quarter of your age!
Steven R, Nottingham

If you're talking combined age, your handwriting's pretty poor for a 38-year-old. **Ed**

I am writing to you for no apparent reason.
James Chamberlain, Newark

Which makes me wonder why I'm bothering replying. **Ed**

You can have Mario or swear words on your phone screen.
Tim Holmes, Moreton

Tough decision. I think I'll go for the swear words. **Ed**

Is there anyone there in the office?
Alan Chester, via email

Not today. **Ed**



Every month we'll show the best N64 bargains recently spotted by you. The best hunter each issue even gets a prize! This time, **Luke Green** wins a joypad!

CURRYS

Jet Force Gemini £4.97
Star Wars Episode 1: Racer £4.97
Turok: Rage Wars £4.97
Armorines £4.97
Luke Green, Surrey

BLOCKBUSTER

Perfect Dark (ex-rental) £19.99
South Park (ex-rental) £9.99
Quake II (ex-rental) £4.99
F1 World Grand Prix 2 (ex-rental) £4.99
Luke Green, Surrey

ELECTRONICS BOUTIQUE

WCW/nWo Revenge £9.99
Worms Armageddon £9.99
Luke Green, Surrey

VIRGIN

Bust-A-Move 2 £9.99
Pokémon Snap £19.99
Luke Green, Surrey

GAMEPLAY

1080° Snowboarding £15.99
Mario Golf £19.99
Simon Mason, Bournemouth

Spotted a bargain? Tell us where! Send the name of the shop, the town it's in and, if possible, its phone number to:
Bargain Hunters,
N64 Magazine,
Future Publishing,
Bath,
BA1 2BW.

(Offers not guaranteed in stores nationwide.)

'biggest craze'

I was having a flick through my old issues of **N64** Magazine when I stumbled on a rather amusing article from issue 10 – 'How To… get your head around Pocket Monsters'. It's amusing to look back to a time when no-one knew Pokémon would become the biggest craze of all time.
Simon Martin, Cambridge

As our erstwhile Japanese correspondent Max Everingham commented in the issue, "Nintendo are on to a big winner here." If we'd known quite how big, we'd have changed our name to 'Pikachu Magazine' right there and then. Incidentally, Nintendo changed the name over here because of copyright issues. **Ed**



△ *If only it could have been possible to buy a stake in Pokémon then…*

So tell me this

1. How much will Gamecube cost?
2. Will there be a GC light gun for use with first-person shooters?
3. Will there be a James Bond game for GC?
Joseph Lewis, Llandeilo

1. As revealed in N64/56, Gamecube will cost just $199.95 in the US, and ¥25,000 in Japan. No word on a UK price yet, but based on GBA's example ($99 in the US, £80-odd here), we reckon it could come in at as little as £160.
2. Some canny peripheral manufacturer is bound to manufacture a light gun, but only if an on-rails shooter actually arrives on GC – the genre's fallen out of fashion a bit recently.
3. Yep. But we can't tell you any more than that. More news in future issues.

Is there any chance that the original SNES *Starfox* will appear on the Game Boy Advance?
John Pollock, Ayrshire

Maybe, maybe. Nintendo are keen on resurrecting the SNES' back-catalogue – and Iridion 3D proves that the GBA is capable of handling 3D space shootery. Plus, with Starfox Adventures headed to Gamecube, Fox McCloud and co. are back in vogue. Time will tell…

1. Do you need only one cartridge for *Mario Kart Advance*'s multiplayer?
2. If the GB's Mobile Adaptor is released here, which types of phone will it be compatible with?
3. Will all the original characters and levels feature in *Street Fighter II* on GB Advance?
Donal O'Conghaile, Boyle

1. Yes. Good, eh?
2. There's almost no chance of the Mobile Adaptor being released over here, as it'd prove tricky to make it work with the UK's myriad different mobile networks and sockets. If, by some miracle, it did see a UK launch, Nintendo may well tie up a deal with just a single cellphone operator.
3. Yes – all the original Street Fighter II combatants and backgrounds, plus the extra fighters from the Turbo edition.

1. Will there be a new GB Camera for Game Boy Advance?
2. Is *Perfect Dark 2* likely to feature the abandoned face-mapping feature?
Simon Hunter, via email





Neat. Now you can plug an N64 pad into your PC. But you still can't play Zelda on it...

'now plug'

If you own a PC or Mac, you can now plug your N64 controller into it with a device called the Adaptoid. It's compatible with Rumble Paks and Controller Paks – in fact, you can store all your save games on your computer's hard drive. Visit www.wishtech.com for more details.
Julian Mann, New Barnet

Well, well – proof, if proof were needed, that PC users are crying out for a decent joypad. New Minesweeper *high scores, here we come!* **Ed**

'blue hat'

Yesterday, my brother and I got so bored watching the football that we went off to play *Mario Kart* instead. After a bit, I paused the game – and Bowser had a blue hat on! We almost laughed our heads off.
George Blanchard, Hagley

Well, that's just 'great'. In fact, why don't we throw the whole of Club **64** *open to this kind of craziness? Send your dubious digital shots of near-irrelevant N64 game happenings to the usual address.* **Ed**



1. Yes, but there's been no word from Nintendo about when we'll see it. Expect it to be colour rather than black-and-white, mind.
2. No – the feature is just too darned controversial, especially with the Gamecube's higher resolution.

1. If the Gamecube's SD Memory Card can hold 64MB of data, would it be possible for Nintendo to release older N64 games on them, so we could download titles like *Super Mario 64* onto GC?
2. What's your favourite colour GBA?
Gavin Lane, Worthing

1. Hmm. It's possible – and Shigsy is keen on re-releasing N64 classics on Gamecube, as he explains this issue (flick back to page 26 if you missed it). But it's more likely that you'll see GBA games and demos supplied on SD Memory Cards, ready for download via the Gamecube-GBA link-up.
2. Transparent purple. Isn't everyone's?

Will *Tekken* make an appearance on Gamecube? Or *Gundam Wing*? And what about *Half-Life*? And *The Sims*?
Nathaniel Jones, via email

Namco have hopped into bed with Nintendo again after years of hostilities, so Tekken's a possibility. Gundam Wing is a certainty, but Half-Life and The Sims are probably a bit too old to convert now. Maybe their sequels will make it...

Got a Ninty-related query? Send it to us at:
So tell me this...
N64 Magazine,
30 Monmouth Street,
Bath,
BA1 2BW.

The N64 Magazine BOARD

Now Incorporating Monster Museum!

Nintendo World

Inspired by Tom Wallace's home-made Ninty mag in **N64**/55, Pete Hartree from Chichester set about creating his own Gamecube magazine. Not bad at all.

Pete even made a set of Ninty playing cards as a free gift on the cover!

Plenty of work obviously went into this, and Pete's even included a review of the Game Boy Advance. He thinks it rocks. Can't argue with that.

We don't know who sent in this cool Team Rocket pic – we reckon it says "Kerrie" at the bottom, though. Get in touch to claim your badge!

HOW TO... whip-crack your way through the trickiest teasers in INDIANA AND THE INFERNAL


Half the battle involves trying not to get stuck in the glitchy scenery.

Make sure you stock up on puncture repair kits to avoid sinking in the icy waters.

Defeat the bad guys and get a big pile of treasure. No catches.

Judging from the amount of calls and letters we've received about this sprawling exploration-based monster, foiling those pesky Commies' plans for world domination is proving rather bothersome. So, after religiously sorting the mountain of letters and queries, we decided to compile a comprehensive FAQ for *Indiana Jones*' toughest challenges. Enjoy!

WHAT WE SAID



We reviewed *Indiana Jones and the Infernal Machine* in issue 40 and this is what we concluded:

"*Indiana Jones* is an ace *Tomb Raider*-style romp spoiled only by an excess of 3D platforming clichés."

81%

GENERAL TIPS

WHIP TRICKS

If you find you're stuck, chances are your whip is required. Stand in an area where you think it needs to be used, then 'whip' it out. If it's going to work, Indy will stare at a specific area, indicating that you can make progress in that spot.

TALKY TIPPAGE

It's worth listening to what Indy says. If there's a trap nearby, Indy makes a "this looks dangerous"-style comment. If you hear anything like this, look for prominent features in the surrounding scenery that need to be avoided.



STEALTH SNIPING



If you're having trouble beating off certain Commies, it's worth restoring a save and approaching them slowly with a combat rifle. Nine times out of ten, there are places from where you can shoot them without the fools moving to attack!

MACHETE MADNESS

Don't miss the machete in the abandoned camp at the start of the Palawan Lagoon. It's excellent for close-combat fighting – saving you ammo and money – and is essential when it comes to seeking out extra Medi-Kits from secret areas.



TEASER 1

Q I have nine treasures from the Tian Shan River but I just can't find the last one. Where is it?

A *This one's quite easily missed because it's partially concealed by the landscape, and the river's current can prove quite tough. After you've collected the last candle from the 'factory' area, paddle past the mechanism in the water and you'll find a tiny opening to your left. Simply guide your raft inside to claim the last batch of treasure.*

◁ ***The strong current makes reaching this treasure tricky.***

JONES MACHINE

by Geraint Evans

TEASER 2

Q In the Shambala Sanctuary I've opened up the Bell Tower, but can't figure out what to do next?



1 First off, raise the bell from below by pulling the lever on the top floor of the bell tower.

2 Now make your way to the golden statue – over the bridge above the clock tower – and head for the second floor down.



3 Look for the lever that's to the south of the clock and pull it – this will send one of the clock's hands off...



4 ...now you have one full rotation of the clock hand to make it back up to the top and over the bridge...

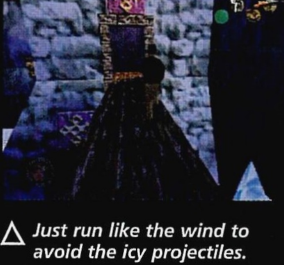
5 ...in order to move the statue to the bell. The quickest way is to use your whip to climb the tower.



6 Now run over to the lever next to the bell. Finally, activate it for a spooky surprise.

TEASER 3

Q I can't kill the Ice Guardian at the end of Shambala Sanctuary.



△ ***Just run like the wind to avoid the icy projectiles.***

A *From where you're first faced with the beast, head into the building immediately to your left. Climb the platforms to the top.*

- *You'll now see a movable block to your right. Pull it as far as you can, then drop back and head for the building in the far right-hand corner.*
- *Climb the block, then follow the falling wooden gantries and leap over the gap in the bridge to where you pulled the block from.*
- *Now, instead of following the thin ice path to the other side of the chamber, use your whip on the animal head to reach the door over the gap.*
- *Hit the switch and enter the room. Pick up the Urgon part and head back to the starting position.*
- *Wait for the monster to drop to the floor and use the Urgon three times – remember to let it charge first – to defeat the boss.*



△ ***Get up close and the vibrations will damage him.***

TEASER 4

Q On Palawan Lagoon, I've activated the buried switch to reveal the door under the water, but the door won't open. Why?



A *You'd be surprised how many people have precisely the same problem. You just need one more thing. So, make your way to the beach where you started and dive into the water. Look to your right and you'll see a sunken Japanese warplane on the lagoon bed. Swim up to it and position yourself in front of the propeller, then prise it off with the hammer. Now take the propeller to the underwater doorway to finally open it up.*

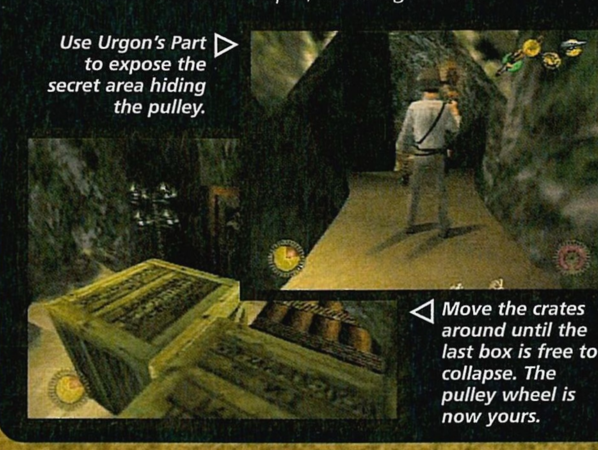
GO! GO!



TEASER 5

Q Where is the pulley wheel I need to fix the lift in the Palawan Volcano?

A After the cut-scene with Sofia, do a running jump to the edge of the lava pool on your left. From there, climb up to the small ledge above you on the left, before turning to make a running jump to the other side. Head through the tunnel and you'll find yourself in a room full of crates. Drag the closest crate as far to the left as it will go. Now push the second crate over to the wall before pulling the third crate back towards where you came in. The fourth crate will now collapse, revealing the wheel.



Use Urgon's Part to expose the secret area hiding the pulley.

Move the crates around until the last box is free to collapse. The pulley wheel is now yours.

TEASER 6

Q I have reached a big door on the Palawan Temple level which overlooks a set of rope bridges, but I just can't find a way to open it.



1 Work your way through the series of caves opposite and eventually you'll emerge in an outside area.

2 From the door in question, make your way over to the right-most rope bridge, then slash it with the machete.



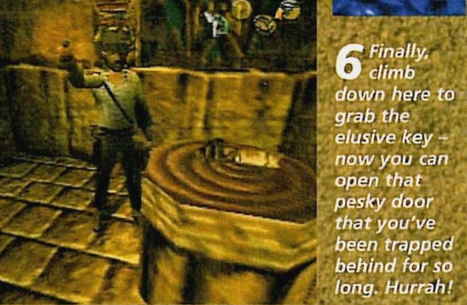
3 Now look right and use your whip to swim over to the next cave entrance.

4 The rope bridge will now fall down, acting as a ladder. You can now use this to reach the mouth of the little cave below. Get to it, then!





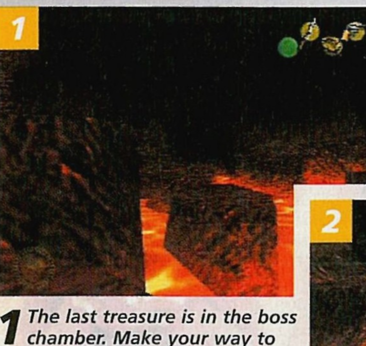
5 Work your way through this new cave until you emerge outside, where the remains of the fallen bridge dangle.



6 Finally, climb down here to grab the elusive key – now you can open that pesky door that you've been trapped behind for so long. Hurrah!

TEASER 7

Q On Palawan Temple how do I find the last treasure and fight the lava boss?

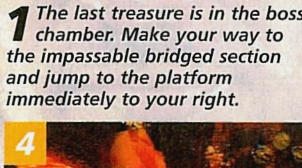


1 The last treasure is in the boss chamber. Make your way to the impassable bridged section and jump to the platform immediately to your right.

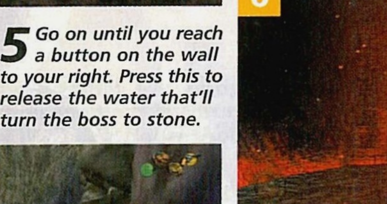
2 Four platforms along you'll spot a raised column. Grab the treasure inside it, then follow the original route.



3 Follow the platforms around to the right until you can't go any further. On a plinth at the very end, you'll find Taklit's Part. Grab it!



4 Jump back to the bridged section and use Taklit's part to turn Indy invisible – this will allow you to pass the Lava guardian.



5 Go on until you reach a button on the wall to your right. Press this to release the water that'll turn the boss to stone.

6 Now cross the lava – it's cooled down enough for you to stand on it without burning your tootsies – and exit through the door on the other side.



Back in his old stomping ground, Indy faces more deadly traps and treasures than ever before.

TEASER 8

Q How do you unlock the Return to Peru bonus level?

A To unlock this bonus stage – which, incidentally, is the very place where Raiders of the Lost Ark kicked off – you'll need to earn 15,000 IQ points by collecting all the treasure the stubbly adventurer can carry.



Treasure is a must to unlock Return to Peru.

TEASER 9

Q I can't seem to find any of the treasures on the Jeep Trek level. Where are they all?

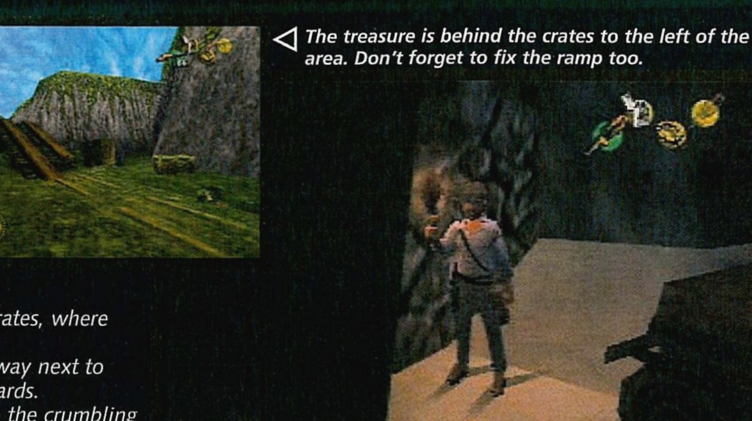
A *This can be quite tricky, as you're travelling rather quickly through the level. Take time out to explore each section on foot, and use this list of the treasure locations.*



△ Always stop your jeep in unexplored areas and scout around on foot.

- *Right at the start inside Sophia's tent.*
- *Inside the first cave.*
- *Inside the cave after the big cliff-jump.*
- *Next to the three guards behind the crates, where the plank is found.*
- *Through the little crawlway next to the following group of guards.*
- *Use Urgon's part next to the crumbling wall in the big cave with the spiralling pathway.*
- *Drive up the path to the left of the waterfall until you reach a hut with a lone guard. The treasure is in here.*
- *Behind the fallen totem pole in the clearing past the hut.*
- *Under the wing of the Japanese plane.*
- *Behind the heavily-guarded sand-bagged bunker.*





◁ The treasure is behind the crates to the left of the area. Don't forget to fix the ramp too.

△ Urgon's Part can be used to destroy weak-walled areas.



Stop here and get on your hands and knees to claim the treasure behind the downed Japanese warplane. ▷

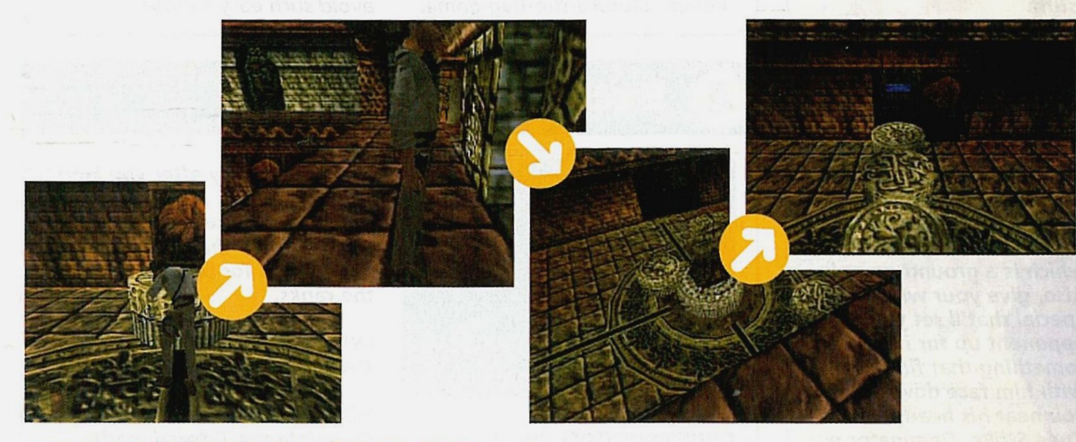
TEASER 10



Q I can't figure out how the cog puzzle in Teotihuacan works? I've got the statue out of the floor, but nothing else.

A *This one takes a lot of patience. The aim is to line up three cogs in a row against a door, then spin them around so that they force open the doors – the slabs of stone with symbols on. To line them up, you'll need to position them on the ground floor before using the buttons on the top floor to position them and spin them around.*

The buttons on the top floor work like this: The round button will simply spin any cogs positioned directly next to it. The spindled button moves any cogs positioned in between the wall and any positioned in the statues' vicinity. Any cogs pushed up against a wall won't move at all.



EXAMPLE: DOOR 1

- *Jump down to the ground floor and push the cog that's aligned with the orange symbol so that it's nudging the statue.*
- *Now shove the cog aligned with the bigger green symbol so that it's right up against the door.*
- *Now take the lift up to the top floor of the temple and push the round button once – spinning the statue.*
- *Move over to the right and press the spindled button twice. This will move the last three cogs, two of which will slide into a line of three.*
- *Push the round button again to slide the door open. Don't forget to push the spindle button again, to make sure the cogs are free to be manipulated.*



TEASER 11

Q Are there any codes or other cheats available for *Indiana Jones and the Infernal Machine*?

A *Yes there are – and we've got them right here for you.*

To enable the codes, enter the password in the Options menu. You'll be notified if they have been entered correctly.

Level Select
FORGEOFF

Audio Showroom
MUCKE

Artwork
ANCIENT

Development Team Photo
CHEESE!!

See Credits
ABSPANN

Expert Mode
REALHARD

Dollops of advice topped with a money saving voucher. Tasty!

TIPS EXTRA

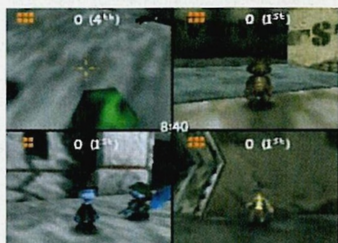
Tips for the Top 10 N64 games with GAME

1 Banjo-Tooie



BEAT WELDER
The boss of Grunty Industries is a tricky little blighter and no mistake. Basically, the idea is to fire your grenades into his mouth when he's trying to use his suction power on you. You'll need to do this six times to see him off, so here are a couple of pointers to help you. First, dispense with the first-person view - it's pointless and slow. Just point yourself in his direction, tap Z and then press Top-C. To avoid his many attacks, use the Talon Trot constantly. When he electrifies the floor, jump over the wires while still Trotting, you old Trotskyist. Damnably tricky stuff.

2 Conker's Bad Fur Day



CHARACTER ADVANTAGES
Normally, multiplayer characters are a balanced lot, but we've found that the Tedizs have an advantage over the rest. They can fall great distances without getting hurt, since they're filled with stuffing. This comes into its own when playing the 'Colors' capture-the-flag game, where you can get back with the squirrel banner much more easily than the opposition can with yours. Also, the gangster weasel blokes have smaller heads, which makes an instantly fatal headshot more difficult.

DEFEAT THE BOTS
They're a nasty bunch of android combatants, with a knack for popping you from far away, so don't try to use close-up weapons like the sword. If you want to rack up kills you'll have to use tricks like waiting for them to appear round a corner and shooting them with the machine guns or assault rifle. They don't have the foresight to avoid such easy killings.

3 WWF No Mercy



CURE A GLITCHY CARTRIDGE
If you're unlucky enough to have a bugged copy of No Mercy that erases all your data, flick to Club 64 Mailbox on page 60 to find out how to cure the illness.

EASY WIN
Aquire some readies in Survival Mode, then invest in the Russian Neck Drop, which is a ground grapple Also, give your wrestler a Special that'll set your opponent up for it - something that finishes with him face down and you near his head (Super Knee Strike, Dominator or standing Russian Neck Drop). Use the standing Special when your opponent has fallen, then tap A to execute the neck drop. You can repeat this many times and it'll virtually assure you a pin when your meter has gone back to normal.

4 Excitebike 64



CONSTRUCTION YARD COURSE SHORTCUT
When you reach the fork in the road, go right. Once you've crossed the other path twice, build up plenty of speed (over 50mph ideally) and aim for the beam. Drive on the concrete that's outside the building. Turn left immediately after you land and you'll see a jump ahead of you, which places you a lot further down the track. It's the bee's knees for bumping you up the ranks.

UNLOCK EXTRA GAME MODES

NES Exitebike
Complete the Tutorial mode.

Soccer Mode
Come first in the Silver round of the Novice season.

Hill Climb
Come first in the Gold round of the Amateur Season.

5 The World is not Enough

MULTIPLAYER WEAPONS
Here's how to get hold of the best weapons for some of the deathmatch levels.



Labyrinth
Get yourself an RL22 for sniping action in the central courtyard.

Merchant
In the bank, head upstairs to the ornate office to pick up a shotgun. Very nasty.

Istanbul
Grab the body armour near the grey brick building, then pick up a Magnum anywhere. Nice.

Field of Fire
Pick up an ST20 from a small raised cliff, then sit in a dead end in the caves, you camper.

6 Indiana Jones and the Infernal Machine



Type the following codes into the passcode screen to get the following cool stuff.

Access All Areas and Team Photo
FORGEOFF

Concept Artwork
ANCIENT

Audio Showroom
MUCKE

Development Team Picture
CHEESE!!

7 WCW vs nWo World Tour

UNMASK A WRESTLER
Make the dirty rotters show their faces! You can take off the masks of folk like Hannibal or Black Ninja by repeatedly doing the Eye Gouge or Camel Clutch submission holds when your masked enemy is lying on his stomach or his back. Keep doing it until the mask comes off.



8 Zelda: Majora's Mask

BEAT GYORG
That big fish-thing can cause you all sorts of difficulties if you're going about it the wrong way. Get on the podium and Z-lock him from near the platform's edge. If he's about to barge the platform, get into the middle or prepare for a watery grave. Fire an arrow to stun him, then quickly change to a Zora and swim close to his eye, but don't touch him. When near, activate the electrical attack, then quickly swim back up onto the platform and repeat. That's probably the best way to catch a fish.



9 Xena: Warrior Princess



XENA'S GREEN NOSE
Enter the battle cheat mode and press Left-C, Left-C and R. Now Lucy Lawless will have a lush, verdant schnozz.

BIG HEAD MODE
Hold A and press Right, Right, Left, Left, Right, Left, Right, Z during a fight.

FIGHT GABRIELLE INSTEAD OF HOPE
Press Right, Right, Left, Left, Right, Left, Right, Left-C, Left-C, Left-C, Left-C at the main menu.

10 Perfect Dark

SNEAKY MULTIPLAYER TACTIC
If you think knives are a bit duff in multiplayer battles, think again. Once you've wiped your mate out, throw a poisoned knife at their body. When they respawn they'll be poisoned almost to the point of death, and all you have to do is finish off the wounded target.



Tip for the top

Fresh cheats for future chartbusters

KIRBY 64
Despite its inexplicable delay, we just know this one's going to have inflated sales figures (Inflated? Kirby? Oh, never mind…).

Unlock loads of stuff
It's a pretty simple proposition to whizz through the game, not bothering to despatch every baddie and pick up every thingumyjig. However, you'd be missing some special stuff. Search out every one of the 72 crystal shards and finish every end-of-level boss, and you'll be able to watch every cut-scene in sequence. You'll also be able to try Boss Butch Mode, which sees you fighting every boss, one by one. Crikey.







GO! GO!



ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes, including your own!



Banjo-Tooie

CHARACTER MODIFIER
8012BFAC 00**XX**

Replace **XX** with:
01 – Banjo and Kazooie
02 – Snowball
04 – Wide Angles
06 – Bee
07 – Washing machine
08 – Stony
09 – Just finished first-person
0A – Banjo
0B – Kazooie
0C – Submarine
0D – Mumbo
0E – Golden Goliath
0F – Detonator
10 – Truck
12 – T-rex baby
13 – T-rex daddy



INFINITE HEALTH

Banjo & Kazooie	81120794 0A0A
Snowball	80120797 0005
Bee	801207A3 000A 801207A4 000A
Washing Machine	811207A6 0A0A
Stony	801207A9 000A 801207AA 000A
Banjo	801207AF 000A 801207B0 000A
Kazooie	811207B2 0A0A
Submarine	801207B5 000A 801207B6 000A
Mumbo	811207B8 0A0A
Detonator	811207BE 0A0A
T-Rex baby	801207C7 000A 801207C8 000A
T-Rex daddy	811207CA 0A0A



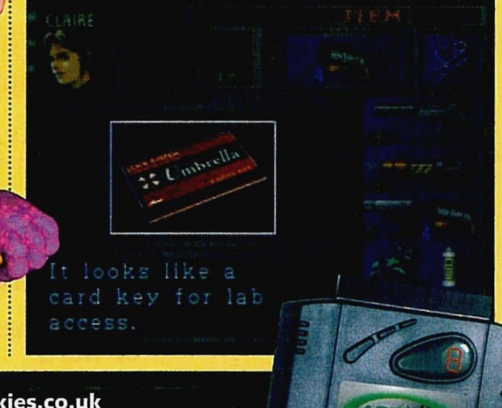
Resident Evil 2

ITEM CODE
810E59C8 **XX**FF



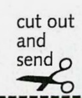
Replace **XX** with:
18 – Grenade rounds
19 – Flame rounds
20 – Handgun parts
21 – Magnum parts
22 – Shotgun parts
23 – First aid spray
24 – Chemical FR-W09
25 – Chemical AC-W24
26 – Green herb
27 – Red herb
28 – Blue herb
29 – 2 green herbs (mixed)
1A – Acid rounds
1E – Ink ribbon
1F – Small key
2A – 1 green, 1 red herb (mixed)
2B – 1 green, 1 blue herb (mixed)
2C – 3 green herbs (mixed)
2D – 2 green herbs, 1 blue herb (mixed)
2E – 1 green, 1 red, 1 blue herb (mixed)

James O'Leary, Middlesex



For information about Action Replay cartridges, call **Datel** on **01785 810826** or visit **www.codejunkies.co.uk**

YOUR ACTION REPLAY CODES


cut out and send



CODES

Send to: Action Replay codes, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name..............................

Address..............................

....

....

....

....

Postcode ....

READERS' TOP 15 TIPS

Remember, the best one wins an Action Replay cart from Datel (01785 810826) and an exclusive N64 badge!



Tip of the month

1 Conker's Bad Fur Day
Go to the lowest rear part of the cheese pen in Barn Boys. Jump, then hover near the back. The light will come on, so press B and collect the tail. You'll have ten lives.
Callum Hannah, Place



2 WWF No Mercy
Go into the Superstar options and create a wrestler. Clone your fella to Rikishi's type four costume. Win a match with your clone and you'll dance with Too Cool!
Paul Cowley, Reading

3 Perfect Dark
On Skedar Ruins: Battle Shrine, ignore any Skedar and peg it to the bit by the chasm where the Phoenixes appear, throwing Target Amplifiers as you go. When you get there, the eight Skedar you ran past will re-cloak and return to where they started, meaning less hassle for you. Handy, that.
Turo Halinen, Finland





4 Zelda: Majora's Mask
As a Zora, throw the boomerang things on your arm, then talk to someone. They'll stay suspended in the air until your conversation is over...
Daniel Logan-Thomas, Pembrokeshire



5 Conker's Bad Fur Day
Start any multiplayer game with the number of lives set to five. When you run out of lives, press A repeatedly to steal a life from someone on your team, human or sim. If they have any left, that is.
Olli Nordling, Finland

6 Zelda: Ocarina of Time
Equip the Megaton hammer and go to a time-telling statue. Hit it with the hammer, then immediately place a bomb on top of it. The bomb will explode and the statue will return to normal size, flash blue three times, then flash red once before launching into space!
Peter Browne, Exeter

7 Perfect Dark
Go to a level with windowed doors, like Pelagic 2. Smash the glass, then use the Farsight to shoot the door anywhere as many times as you like. You'll notice there's hidden glass in the door...
Lawrence Craddock, Portsmouth

8 Mario Tennis
Run into your doubles partner (human or computer) as he's throwing the ball up to serve. When they try to hit the ball, they miss!
Benjamin Tatlow, London

9 F1WGP2
Win Grand Prix mode to open up a nifty Gallery mode. Also, for an easy win, fix your wings as high as possible for super aerodynamics.
Nathan Hildred, Lincolnshire



10 Mario Tennis
For near-perfect serves, set the camera so it's behind you, then move into the centre of the court. Swerve the shot towards the inside and it'll prove very hard to return.
Joe Bayley, Surrey

11 Banjo-Tooie
On Grunty Industries, fly through the window above the main entrance. Shoot a clockwork Kazooie over to the jiggy and activate the Tintops. You can shoot them from a distance – much easier!
Tom Marsden, Sussex



12 Perfect Dark
Get someone to fire a targeted rocket at you, then sidestep just before it hits you. It'll circle around you. Which is quite comic, really.
James Thomson, Cockermouth

13 Rush 2049
To play all tracks upsidedown, highlight Track Orientation on the cheat menu, hold L and R and press Right-C, Left-C, Top-C, Bottom-C and Z.
Peter Lee, Grimsby

14 The World is not Enough
If you duck down when pushing the cart along in Masquerade, the guards will not shoot you. Nicely!
Michael Hyland, Accrington

15 WWF No Mercy
Irish Whip your opponent into the ropes farthest from you, then tap L as he comes flying back towards you. You'll either jump over him or duck under, and he'll fly out of the ring. Nice.
Yasser Mahi, London



YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash N64 pin badge. If you get the coveted 'Tip of the month' slot you'll get something extra special.

cut out and send

Name..

Address..

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Postcode ....

Here's my top tip

It's for [game name]:

And I've found that if you:



Send to: Tips Extra, N64 Magazine 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

GAME ON

Eight challenges to test the best.

Now that's more like it! Loads of you have obviously managed to survive the Expansion Pak 'drought' and have been enjoying the awesome *Majora's Mask*. So, to celebrate, we've picked four of your best challenges for Nintendo's masterpiece.

And, as usual, we also have a selection of tricky tasks for games both old and new, in particular a very tough challenge for Midway's *San Francisco Rush 2049* and one for all-time fave *Mario Kart*. That should keep you busy!

ZELDA: MAJORA'S MASK — *Cow Rescue*

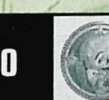






TOP CHALLENGE

Thanks to **Irene Glover** from **Chorley** for this tricky but highly enjoyable challenge. Make your way to Romani Ranch before the night of the first day and climb onto the roof of the house. From there, you must shoot at the aliens to prevent them kidnapping the cows – as you'd do in the game normally. But here's where the Game On slant comes in: award yourself a medal based on the number of times you replace your arrows during your defensive actions. Slowing down time is *not* permitted, and if any cows are stolen, you have to start again. Too easy? Try it from the ground using the Bunny Hood to run around.

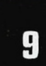
QUIVERS REPLACED		0		1	 	2

ZELDA: MAJORA'S MASK — *Snowball Fight*





George Blanchard from **Stourbridge**'s challenge requires you to travel to the north of Termina. Wait for nightfall and then seek out the nearest Eeno. But instead of killing it, wait until it starts throwing snowballs at you. The object of the challenge is to slash the snowballs with your sword without getting hit. Medals are awarded for how many consecutive snowballs you smash without taking any damage. This is also possible with the big Eeno to the east, using Goron Link's fists for a larger-scale challenge.

SNOWBALLS STOPPED	 	9		6		3

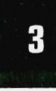
ZELDA: MAJORA'S MASK — *Bell Bash*







A straightforward one, this, but still great fun nonetheless. For **Jonathan Wills** from **Sunderland**'s challenge, you need to make your way to the giant bell hanging above the Stock Pot Inn. Slip on the Goron Mask and see how many times you can pummel the bell with punch-punch-bash combos before it knocks you flying. To make things a little easier, you are allowed to pause before each attempt. Award yourself a medal based on how many successful consecutive combos you execute.

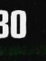
BELL BASHES		4	 	3		2

ZELDA: MAJORA'S MASK — *Vulture Vengeance*





Gabriel Harry from **Hereford** is last up with a *Majora's Mask* task. First, make sure you have a large quiver, and fill it up with arrows. Next, make your way over to the entrance to Milk Road, and beneath the thieving vulture just outside. Now get a stopwatch handy and wait for him to approach. As soon as you hear the music begin to change, time how long it takes to exterminate him. You may pick up extra ammo from the bushes, but magic arrows are not allowed.

TIME TAKEN (SECONDS)	 	30		60		90

RUSH 2049 *Ram Raid*

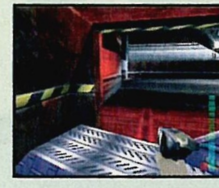




Cheers to **Pete Hartree** from **Chichester** for the first challenge we've seen for the excellent *San Francisco Rush 2049*. Start a three-lap race with the 'deaths' option turned off, then choose an unwitting target car from the starting grid. Your objective is to destroy that vehicle as many times as you can before you finish the race. Cheats are not allowed. If you fancy an extra challenge, try choosing a victim further up the standings, or upping the difficulty level. Medals are awarded for how many times your target vehicle explodes.

WRECKS  5  3  1

PERFECT DARK *Grenade Fun*

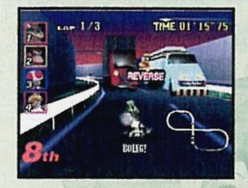




For this *PD* challenge from **Jonathan Viney** in **West Sussex**, you'll need to start a solo mission in Area 51: Escape with the invincibility and infinite ammo cheats turned on. Kill off all of the guards, plus Jonathan and Elvis, then take the Hoverbike to the far corner of the hangar, near the flying saucer. Next, prop open the brown door on the other side of the room with Elvis' stretcher. You now have to use as few of the Superdragon's grenade rounds as possible to push the Hoverbike through that door. Tricky, no? Once you've cracked it, try again – but with timed mines...

GRENADES USED  10  15  20

MARIO KART *Turnpike Trouble*

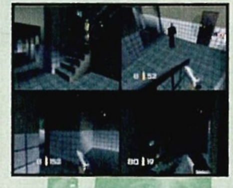
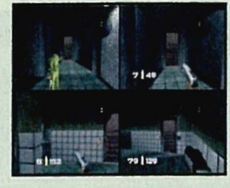
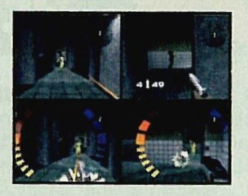




Lewis MacKenzie from **Lanarkshire** has given us the perfect reason to bring our *MK* skills back up to scratch. Select 'extra' on GP mode, then choose Toad's Turnpike from the Flower Cup. The aim is to make it to the finish line without crashing into *any* traffic at all on your way around – and to make things even harder you'll have to come in first place. Award yourself a medal according to the character you use for the task – Gold for Bowser, Donkey Kong or Wario; Silver for Mario or Luigi; Bronze for the little nippers.

CHARACTER TYPE  HEAVY  MEDIUM  LIGHT

GOLDENEYE *Ambassador*

Last but not least, here's a great *Goldeneye* challenge from an unfortunately anonymous sender. Start a four-player game in any arena. Player four must pick Alec as their character – they're now the ambassador – and only use hand slaps. Players two and three are the bodyguards and can only use pistols. Player one takes the role of the assassin, and can use any weapon they like – but they must concentrate on taking out the ambassador. The assassin gets a medal according to how many minutes it takes them to knock Alec down.

TIME TAKEN (MINUTES)  1  3  5

Now it's your turn!

GAME ON

TOP CHALLENGE

Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for...

Excitebike 64 • Battle for Naboo
Conker's Bad Fur Day • Indiana Jones

We'll print the best of them right here, and send you a natty **N64** pin badge for your trouble. What's more, the top challenge each month wins an Action Replay cart from Datel (01785 810826, www.codejunkies.co.uk). Now you can't say fairer than that, can you!

Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

I'M THE BEST

Bored with beating your mates? Try taking on the world, then!

We may have gone a bundle on Gamecube and GBA this issue, but we still love our trusty black console. Which is why it's gratifying to see you still happily battling it out in our leagues.

And if you're after a different game at which to prove yourself, we've got *Battle for Naboo*, *Banjo-Tooie* and maybe even *Conker's* and *Mario Tennis* leagues waiting in the wings, so there'll be plenty more for you to get stuck into soon. Mint!

New Leagues!

Entries have started arriving for these – we'll kick off new leagues soon. Nicely!

BANJO-TOOIE
(JUST YOUR MINIGAME TOTALS FOR NOW)

BATTLE FOR NABOO
(FASTEST LEVEL TIMES – WITH AT LEAST 25 KILLS)





STAR PERFORMANCE

It must be the sunshine that's making us feel particularly generous this month, for we have not one but *two* Star Performance winners.



First up is Doncaster's Aidan Walters with some hefty *Pokémon Puzzle League* results that even impressed office Pokémeister Geraint. Aidan notched up Marathon scores of 146,954 in 2D and 248,497 in 3D (including a chain of 20), plus Time-Zone totals of 37,747 in 2D and 34,390 (with a chain of 23) in the three-dimensional mode. On top of that, he beat the tricky Spa Service in 39.29 minutes. Good work, Aidan, a Mirage joypad from the nice folk at Wild Things (029 2075 5774, www.wild-things.co.uk) is on its way!

The second pad goes to Dumbarton's Kieran Gorman, who missed out in **N64**/54 because we grumpily decided to be even more demanding than usual. His latest *DK Arcade* total simply can't be ignored, mind: 329,200 – almost *100,000* more than his last league-topping offering... Well done!

Reckon you have what it takes to warrant a Star Performance prize? Send us photo or video proof of your staggering achievement, then. The best one will bag a brand new Mirage joypad from Wild Things!

NEW HIGH SCORE?



Or, alas, not. No-one seems to have cracked our *Banjo-Tooie* task from issue 55, so we'll open it up again, with the aim of finding a winner in **N64**/59.

THIS MONTH'S SCORE TO BEAT



Yep, it's that two-part Banjo-Tooie minigame challenge again. First, beat Steve's score of 57 in Balloon Burst. Done that? Now couple that with a score greater than Alan's 55 points in the Mini-Sub game. Whoever sends in the best results by the time we're making issue 59 (soon!) will take home a Wild Things Mirage joypad. Get to it!

Mickey's Speedway USA



INDIANAPOLIS		
1	0:21.16	Jonathan Mace, *Hants*
SAN FRANCISCO		
1	0:36.00	Jonathan Mace, *Hants*
NEW MEXICO		
1	0:27.92	Jonathan Mace, *Hants*
LOS ANGELES		
1	0:18.16	Jonathan Mace, *Hants*
ALASKA		
1	0:20.48	Jonathan Mace, *Hants*
MALIBU		
1	0:34.24	Jonathan Mace, *Hants*
2	0:34.64	Adam Ward, *Kent*
3	0:35.04	Faron Hussey, *Cambs*
4	0:35.20	Nick Nicolaides, *Somerset*
OREGON		
1	0:30.48	Jonathan Mace, *Hants*
COLORADO		
1	0:34.32	Jonathan Mace, *Hants*

Perfect Dark
BEST PERFECT AGENT TIMES

DATADYNE: DEFECTION		
1	6:21	Paul Williams, *Wirral*
DATADYNE: INVEST.		
1	6:25	Tom Donoughue, *Cambs*
2	6:29	Paul Williams, *Wirral*
DATADYNE: EXTRACT.		
1	4:26	Paul Williams, *Wirral*
CARRINGTON VILLA		
1	4:45	Tom Donoughue, *Cambs*
2	7:36	Paul Williams, *Wirral*
CHICAGO: STEALTH		
1	0:49	Paul Williams, *Wirral*
2	1:14	Killian Barry, *Dublin*
3	1:17	Robert Harrison, *Wakefield*
4	1:34	Andrew Simmonds, *Hants*
AREA 51: INFILTRATION		
1	14:42	Paul Williams, *Wirral*
AREA 51: RESCUE		
1	7:03	Paul Williams, *Wirral*
2	7:52	Tom Donoughue, *Cambs*
AREA 51: ESCAPE		
1	7:30	Paul Williams, *Wirral*
AIR BASE: ESPIONAGE		
1	7:30	Paul Williams, *Wirral*
AIR FORCE ONE		
1	3:41	Paul Williams, *Wirral*
CRASH SITE		
1	3:49	Paul Williams, *Wirral*
PELAGIC II		
1	5:58	Paul Williams, *Wirral*
2	6:00	Tom Donoughue, *Cambs*
DEEP SEA		
1	7:20	Paul Williams, *Wirral*
CI: DEFENSE		
1	8:17	Paul Williams, *Wirral*
ATTACK SHIP		
1	10:59	Paul Williams, *Wirral*
SKEDAR RUINS		
1	3:59	Andrew Simmonds, *Hants*
2	4:45	Paul Williams, *Wirral*

Perfect Dark
BEST AGENT MODE TIMES



DATADYNE: DEFECTION

1	0:35	Phil Hughes, *Merseyside*
1	0:35	Gary Carney, *Newcastle-upon-Tyne*
3	0:36	Paul Williams, *Wirral*
4	0:37	Jan-Erik Spangberg, *Sweden*
5	0:38	Arif Mollah, *Rochdale*

DATADYNE: INVESTIGATION

1	1:32	Phil Hughes, *Merseyside*
2	1:34	Gary Carney, *Newcastle-upon-Tyne*
3	1:36	Jan-Erik Spangberg, *Sweden*
3	1:36	Paul Williams, *Wirral*
5	1:39	Anthony Ratnasothy, *Essex*

DATADYNE: EXTRACTION

1	1:11	Phil Hughes, *Merseyside*
2	1:14	Gary Carney, *Newcastle-upon-Tyne*
3	1:18	Paul Williams, *Wirral*
4	1:19	Jan-Erik Spangberg, *Sweden*
5	1:27	Arif Mollah, *Rochdale*

CARRINGTON VILLA

1	1:18	Phil Hughes, *Merseyside*
1	1:18	Gary Carney, *Newcastle-upon-Tyne*
3	1:21	Jan-Erik Spangberg, *Sweden*
4	1:23	Paul Williams, *Wirral*
5	1:30	Tony Dunster, *London*

CHICAGO: STEALTH

1	0:16	Phil Hughes, *Merseyside*
2	0:17	Gary Carney, *Newcastle-upon-Tyne*
2	0:17	Paul Williams, *Wirral*
4	0:19	Jan-Erik Spangberg, *Sweden*
4	0:19	Tony Dunster, *London*

G5 BUILDING

1	0:50	Phil Hughes, *Merseyside*
2	0:51	Gary Carney, *Newcastle-upon-Tyne*
3	0:55	Paul Williams, *Wirral*
4	0:58	Jan-Erik Spangberg, *Sweden*
5	1:06	Arif Mollah, *Rochdale*
5	1:06	Jonathan Steinberg, *Sweden*

AREA 51: INFILTRATION

1	1:18	Phil Hughes, *Merseyside*
2	1:19	Gary Carney, *Newcastle-upon-Tyne*
3	1:21	Paul Williams, *Wirral*
4	1:47	Ben Bryce, *Worthing*
5	2:00	David Byrne, *Dorset*

AREA 51: RESCUE

1	1:36	Phil Hughes, *Merseyside*
2	1:41	Gary Carney, *Newcastle-upon-Tyne*
3	1:46	Paul Williams, *Wirral*
4	1:52	Jan-Erik Spangberg, *Sweden*
5	2:37	David Morris, *Wallasey*

AREA 51: ESCAPE

1	2:38	Phil Hughes, *Merseyside*
1	2:38	Gary Carney, *Newcastle-upon-Tyne*
3	2:48	Paul Williams, *Wirral*
4	3:19	Andrew Simmonds, *Hampshire*
5	3:29	Kieran Gorman, *Dumbarton*

AIR BASE: ESPIONAGE

1	1:21	Phil Hughes, *Merseyside*
1	1:21	Gary Carney, *Newcastle-upon-Tyne*
3	1:27	Paul Williams, *Wirral*
4	1:31	Jan-Erik Spangberg, *Sweden*
5	1:52	Ben Gooch, *Tamworth*

AIR FORCE ONE

1	0:59	Phil Hughes, *Merseyside*
1	0:59	Gary Carney, *Newcastle-upon-Tyne*
3	1:02	Paul Williams, *Wirral*
3	1:02	Jan-Erik Spangberg, *Sweden*
5	1:07	Robert Harrison, *Wakefield*

CRASH SITE: CONFRONTATION

1	1:28	Phil Hughes, *Merseyside*
2	1:34	Jan-Erik Spangberg, *Sweden*
2	1:34	Gary Carney, *Newcastle-upon-Tyne*
4	1:35	Paul Williams, *Wirral*
5	1:57	Andrew Simmonds, *Waterlooville*

PELAGIC II: EXPLORATION

1	0:57	Phil Hughes, *Merseyside*
2	0:59	Gary Carney, *Newcastle-upon-Tyne*
3	1:07	Paul Williams, *Wirral*
4	1:18	Jan-Erik Spangberg, *Sweden*
5	2:06	Sam Harkins, *Abingdon*

DEEP SEA: NULLIFY THREAT

1	2:56	Paul Williams, *Wirral*
2	3:22	Phil Hughes, *Merseyside*
3	3:26	Gary Carney, *Newcastle-upon-Tyne*
4	3:31	Jonathan Rydstrom, *Sweden*
5	4:50	David Morris, *Wallasey*

CI: DEFENSE

1	0:58	Phil Hughes, *Merseyside*
1	0:58	Gary Carney, *Newcastle-upon-Tyne*
3	1:00	Jan-Erik Spangberg, *Sweden*
3	1:00	Paul Williams, *Wirral*
5	1:04	David Morris, *Merseyside*

ATTACK SHIP: COVERT ASSAULT

1	2:29	Phil Hughes, *Merseyside*
2	2:31	Gary Carney, *Newcastle-upon-Tyne*
3	2:34	Paul Williams, *Wirral*
4	2:45	Jan-Erik Spangberg, *Sweden*
5	3:24	David Byrne, *Dorset*

SKEDAR RUINS: BATTLE SHRINE

1	1:25	Paul Williams, *Wirral*
2	1:30	Phil Hughes, *Merseyside*
3	1:37	Gary Carney, *Newcastle-upon-Tyne*
4	1:48	Jan-Erik Spangberg, *Sweden*
5	2:16	Andrew Simmonds, *Waterlooville*

MR BLONDE'S REVENGE

1	1:38	Phil Hughes, *Merseyside*
2	1:45	Gary Carney, *Newcastle-upon-Tyne*
3	1:46	Paul Williams, *Wirral*
4	1:48	Jan-Erik Spangberg, *Sweden*
5	1:53	Matthew Li Kam Wa, *Lancashire*

DK64



RAMBI BONUS GAME

1	254	Phil Hughes, *Merseyside*
2	248	Terri Ann Johnston, *West Lothian*
2	248	Paddy Lane, *Co. Cork*
2	248	Jarl Andre Eltvik, *Norway*
5	244	Peter Barrett, *Co. Armagh*
6	238	Eoin O'Gorman, *Co. Tipperary*
7	228	Ben Gooch, *Tamworth*
7	228	Joseph Jennings, *Birmingham*
7	228	Arkadiusz Gabreycki, *Poland*
10	226	Ruben Larsen, *Norway*
10	226	James Hogg, *Barnet*

ENGUARDE ARENA

1	400	Sean Matthews, *Paisley*
1	400	Phil Hughes, *Merseyside*
3	365	Gavin Fuller, *Romford*
3	365	Arkadiusz Gabreycki, *Poland*
5	360	Gary Harmson, *Halifax*
6	350	Tom Craven, *Clitheroe*
7	345	Janne Kaitila, *Finland*
8	330	Lorne Tietjen, *Woking*
9	315	Scott Fitzgerald, *Dorset*
9	315	Kyan Kia, *Halifax*

DK ARCADE

1	329200	Kieran Gorman, *Dumbarton*
2	262700	Jenny Gorman, *Dumbarton*
3	221900	Ben Gooch, *Tamworth*
4	154900	Mat Isaia, *Australia*
5	144500	Phil Hughes, *Merseyside*
6	127100	Griffin Leadabrand, *Australia*
7	105800	Paddy Lane, *Co. Cork*
8	92500	Matthew Sexton, *Bedford*
9	92400	Gary Harmson, *Halifax*
10	76000	Andrew Simmonds, *Hampshire*

JETPAC

1	999995	Andrew Simmonds, *Hampshire*
2	999990	Arkadiusz Gabreycki, *Poland*
3	999660	Jake Warren, *Bristol*
4	999355	Alan Clarke, *Oxford*
5	995070	Farron Hussey, *Peterborough*
6	801680	Jenna Blackman, *Pagham*
7	712385	David Huggins, *Crawley*
8	688510	James Cull, *Redditch*
9	673395	Janne Kaitila, *Finland*
10	666540	Tom Makey, *Colchester*

DIDDY'S MINECART RIDE

1	85	Janne Kaitila, *Finland*
1	85	Denis Craven, *Lancashire*
1	85	Arkadiusz Gabreycki, *Poland*
1	85	Ruben Larsen, *Norway*
1	85	James Hogg, *Barnet*
1	85	Phil Hughes, *Merseyside*
7	84	Tom Craven, *Lancashire*
8	83	Jenna Blackman, *Pagham*
8	83	Timothy Staines, *Iford*

GO! GO!

The World is Not Enough



BEST AGENT MODE TIMES

COURIER		
1	1:05	Hugo Turner, *Bath*
2	1:11	Ashley Wright, *Ilkley*
3	1:15	David Morris, *Wallasey*

KING'S RANSOM		
1	2:00	Hugo Turner, *Bath*
2	3:11	Mark Nisbet, *Ayrshire*
3	3:36	David Morris, *Wallasey*
4	5:07	Mark Armitage, *Essex*

THAMES CHASE		
1	1:15	John Hope, *Northampton*
2	1:16	Hugo Turner, *Bath*
3	1:24	Ashley Wright, *Ilkley*

UNDERGROUND...		
1	1:52	Hugo Turner, *Bath*
2	2:21	Ashley Wright, *Ilkley*
3	2:52	David Morris, *Wallasey*
4	3:13	Mark Armitage, *Essex*
5	3:27	Mark Nisbet, *Ayrshire*

COLD RECEPTION		
1	2:47	Chris Suddick, *Herts*
2	2:57	Hugo Turner, *Bath*
3	3:35	Mark Nisbet, *Ayrshire*
4	3:36	Ashley Wright, *Ilkley*
5	3:59	David Morris, *Wallasey*

Times for all of TWINE's levels are welcome!

Star Wars Episode 1: Racer



MON GAZZA SPEEDWAY		
1	0:06.853	Matthew Mowlam, *Cowes*
2	0:06.941	Thomas Hower, *Denmark*
3	0:07.382	Guy Taylor, *Peterborough*

MALASTARE 100		
1	0:26.720	Thomas Hower, *Denmark*
2	0:26.827	Guy Taylor, *Peterborough*
3	0:30.140	Ben Wilkins, *Australia*

VENGEANCE		
1	0:53.359	Thomas Hower, *Denmark*
2	1:02.249	Jan-Erik Spangberg, *Sweden*
3	1:03.355	Ben Wilkins, *Australia*

ANDO PRIME CENTRUM		
1	0:36.474	Thomas Hower, *Denmark*
2	0:43.932	Matthew Mowlam, *Cowes*
3	0:47.297	Guy Taylor, *Peterborough*

EXECUTIONER		
1	1:08.484	Guy Taylor, *Peterborough*
2	1:09.957	Thomas Hower, *Denmark*
3	1:16.516	Jan-Erik Spangberg, *Sweden*

Majora's Mask



GORON RACES		
1	1:15.85	Tom Demandt, *Belgium*
2	1:16.52	Sean Matthews, *Paisley*
3	1:17.98	Michael Oakes, *Cheshire*
4	1:18.24	Josh Cockerton, *Leics*
5	1:18.30	Mark Nisbet, *Ayrshire*

BEAVER RACE 2 (25 RINGS)*		
1	20"99	Jan-Erik Spangberg, *Sweden*
2	17"03	Kieran Warden, *Co. Galway*
3	14"09	Tom Demandt, *Belgium*
4	12"74	Michael Oakes, *Cheshire*
5	10"80	Michael Wakely, *Exeter*

*Time remaining on clock

Rush 2049



MARINA		
1	0:53.893	Lars Barlindhaug, *Norway*
2	0:55.597	Michael Rose, *Manchester*
3	0:56.082	David Crowther, *Kent*
4	0:56.109	Niall Moore, *Co. Limerick*
5	Send in your times – this could be you!	

HAIGHT		
1	1:17.762	Michael Rose, *Manchester*
2	1:19.003	Lars Barlindhaug, *Norway*
3	1:20.274	Niall Moore, *Co. Limerick*
4	1:21.528	David Crowther, *Kent*
5	Send in your times – this could be you!	

CIVIC		
1	1:17.936	Michael Rose, *Manchester*
2	1:21.918	Lars Barlindhaug, *Norway*
3	1:22.096	Niall Moore, *Co. Limerick*
4	1:22.540	David Crowther, *Kent*
5	Send in your times – this could be you!	

METRO		
1	1:49.110	Niall Moore, *Co. Limerick*
2	1:49.147	Michael Rose, *Manchester*
3	1:50.847	David Crowther, *Kent*
4	1:53.946	Lars Barlindhaug, *Norway*
5	Send in your times – this could be you!	

MISSION		
1	1:23.350	Michael Rose, *Manchester*
2	1:26.166	David Crowther, *Kent*
3	1:27.814	Lars Barlindhaug, *Norway*
4	1:30.271	Stuart Briggs, *Somerset*
5	1:30.764	Harry Watts, *Bucks*

PRESIDIO		
1	1:56.191	Michael Rose, *Manchester*
2	2:02.787	Lars Barlindhaug, *Norway*
3	2:04.904	David Crowther, *Kent*
4	Send in your times – this could be you!	
5	Send in your times – this could be you!	

F-Zero X



SAND OCEAN		
1	1'09"340	Damien Golding, *Watford*
2	1'12"463	Andrew Mills, *Dundee*
3	1'13"464	Kieran Gorman, *Dumbarton*

BIG BLUE		
1	1'27"690	Adam Tucker, *Great Yarmouth*
2	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
3	1'30"852	Andrew Mills, *Dundee*

SECTOR ALPHA		
1	1'16"178	David Van Moer, *Belgium*
2	1'16"336	Damien Golding, *Watford*
3	1'19"578	Jenny Gorman, *Dumbarton*

DEVIL'S FOREST 2		
1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'18"399	Adam Tucker, *Great Yarmouth*

FIRE FIELD		
1	1'11"599	David Van Moer, *Belgium*
2	1'14"360	Phil Hughes, *Widnes*
3	1'15"028	Adam Tucker, *Great Yarmouth*

RED CANYON 2		
1	1'20"467	David Van Moer, *Belgium*
2	1'33"471	Andrew Mills, *Dundee*
3	1'33"776	Adam Tucker, *Great Yarmouth*

SPACE PLANT		
1	1'53"537	Damien Golding, *Watford*
2	1'53"944	David Van Moer, *Belgium*
3	2'00"535	Adam Tucker, *Great Yarmouth*

PORT TOWN 2		
1	1'41"918	David Van Moer, *Belgium*
2	1'52"032	Paul Galvin, *Dublin*
3	1'52"315	Damien Golding, *Watford*

SAND OCEAN 2		
1	1'27"887	David Van Moer, *Belgium*
2	1'35"198	Andrew Mills, *Dundee*
3	1'36"776	Adam Tucker, *Great Yarmouth*

Pokémon Snap



REPORT TOTALS		
1	292040	Andrew Simmonds, *Hampshire*
2	285150	Aidan Walters, *Doncaster*
3	284710	Craig Yip, *Liverpool*
4	280710	Miss I. Glover, *Chorley*
5	275170	Nayaab Islam, *London*
6	274490	Keith Vacher, *Hampshire*
7	271650	Daniel and Liam Allsworth, *Oxford*
8	271520	Kimmo Kartasalo, *Finland*
9	271190	John Sanderson, *Telford*
10	265250	Rosie Holliday, *Kent*

Mario Golf



TOAD HIGHLANDS

1	8'17"40	Warren 'Big Woz' Bright, *Oxford*
2	8'33"08	Chris Webb, *Gloucester*
3	8'34"64	John Jehan, *Jersey*
4	8'41"96	Raymond Wegman, *Holland*
5	9'18"68	Jon McIlvaney, *Washington*

KOOPA PARK

1	8'52"08	Warren 'Big Woz' Bright, *Oxford*
2	9'08"60	John Jehan, *Jersey*
3	9'13"48	Chris Webb, *Gloucester*
4	9'16"20	Raymond Wegman, *Holland*
5	10'32"68	Gary Camey, *Newcastle-upon-Tyne*

SHY GUY DESERT

1	9'08"88	Warren 'Big Woz' Bright, *Oxford*
2	9'13"88	Chris Webb, *Gloucester*
3	9'25"04	John Jehan, *Jersey*
4	9'25"56	Raymond Wegman, *Holland*
5	10'47"72	Gary Camey, *Newcastle-upon-Tyne*

YOSHI'S ISLAND

1	9'21"76	Warren 'Bog Woz' Bright, *Oxford*
2	9'42"12	John Jehan, *Jersey*
3	9'51"60	Chris Webb, *Gloucester*
4	9'54"68	Raymond Wegman, *Holland*
5	11'03"28	Karl von der Luehe, *Surrey*

BOO VALLEY

1	10'05"72	Warren 'Big Woz' Bright, *Oxford*
2	10'34"00	John Jehan, *Jersey*
3	10'39"08	Chris Webb, *Gloucester*
4	10'52"72	Raymond Wegman, *Holland*
5	11'44"36	Gary Camey, *Newcastle-upon-Tyne*

MARIO'S STAR

1	9'24"20	Warren 'Big Woz' Bright, *Oxford*
2	10'08"00	John Jehan, *Jersey*
3	10'09"48	Chris Webb, *Gloucester*
4	10'18"24	Raymond Wegman, *Holland*
5	11'54"76	Thomas Grandjean, *Switzerland*

Ridge Racer 64

RACE RECORDS



RIDGE RACER NOVICE

1	0'56"780	Thomas Hower, *Denmark*
2	0'56"920	Kieran Warden, *Co. Galway*
3	0'57"320	Jan-Erik Spangberg, *Sweden*
4	0'59"880	Stephen Cairns, *Edinburgh*
5	1'03"660	Matthew Sexton, *Bedford*

REVOLUTION NOVICE

1	1'36"380	Jan-Erik Spangberg, *Sweden*
2	1'41"300	Kieran Warden, *Co. Galway*
3	1'46"460	Ashley Wright, *Ilkley*
4	1'46"820	Thomas Hower, *Denmark*

RENEGADE NOVICE

1	1'22"440	Jan-Erik Spangberg, *Sweden*
2	1'25"320	Kieran Warden, *Co. Galway*
3	1'40"620	Ashley Wright, *Ilkley*
4	1'40"660	Thomas Hower, *Denmark*

REVOLUTION INTERMEDIATE

1	2'11"840	Jan-Erik Spangberg, *Sweden*
2	2'27"040	Kieran Warden, *Co. Galway*
3	2'35"020	Ashley Wright, *Ilkley*
4	3'02"360	Mark Armitage, *Essex*
5	4'10"760	Thomas Hower, *Denmark*

RENEGADE INTERMEDIATE

1	1'37"080	Jan-Erik Spangberg, *Sweden*
2	1'48"400	Kieran Warden, *Co. Galway*
3	2'00"160	Thomas Hower, *Denmark*

RIDGE RACER EXPERT

1	2'11"580	Jan-Erik Spangberg, *Sweden*
2	2'22"720	Kieran Warden, *Co. Galway*
3	2'26"280	Ashley Wright, *Ilkley*
4	2'29"560	Thomas Hower, *Denmark*

REVOLUTION EXPERT

1	2'33"120	Jan-Erik Spangberg, *Sweden*
2	2'54"400	Kieran Warden, *Co. Galway*
3	3'00"860	Ashley Wright, *Ilkley*
4	3'01"080	Thomas Hower, *Denmark*

RENEGADE EXPERT

1	2'20"160	Jan-Erik Spangberg, *Sweden*
2	2'36"560	Kieran Warden, *Co. Galway*
3	2'53"580	Ashley Wright, *Ilkley*
4	2'55"740	Thomas Hower, *Denmark*

RIDGE RACER EXTREME

1	2'02"660	Jan-Erik Spangberg, *Sweden*
2	2'12"080	Kieran Warden, *Co. Galway*
3	2'17"800	Stephen Cairns, *Edinburgh*
4	2'28"360	Thomas Hower, *Denmark*

How to enter

Remember, you need to send in a photo or video for your effort to be confirmed. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached, with all of the aforementioned information easily legible.

Pack up your bits and send them all to:
I'm the Best, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

If you'd like to have your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put your stuff in the post – it'll be there in the next one.

Smash Bros

BONUS 1 TIMES



MARIO

1	10"05	Jan-Erik Spangberg, *Sweden*
2	10"30	Phil Hughes, *Merseyside*
3	10"70	Jonathan Rydstrom, *Sweden*
4	11"83	Hamid Momatash, *Gateshead*
5	11"85	Ben Rumsby, *Bristol*

DONKEY KONG

1	12"80	Phil Hughes, *Merseyside*
2	12"85	Jan-Erik Spangberg, *Sweden*
3	14"13	Hamid Momatash, *Gateshead*
4	14"21	Ben Rumsby, *Bristol*
5	14"37	Tom Donoughue, *Cambs*

YOSHI

1	17"93	Phil Hughes, *Merseyside*
2	19"39	Hamid Momatash, *Gateshead*
3	19"59	Jan-Erik Spangberg, *Sweden*
4	19"71	Ben Rumsby, *Bristol*
5	19"83	Tom Donoughue, *Cambs*

KIRBY

1	17"77	Phil Hughes, *Merseyside*
2	18"65	Hamid Momatash, *Gateshead*
3	19"95	Jan-Erik Spangberg, *Sweden*
4	20"95	Ben Rumsby, *Bristol*
5	20"97	Chris Grant, *Inverness*

LINK

1	16"23	Phil Hughes, *Merseyside*
2	16"69	Jan-Erik Spangberg, *Sweden*
3	17"63	Hamid Momatash, *Gateshead*
4	17"80	Jonathan Rydstrom, *Sweden*
5	19"23	Tom Rumsby, *Bristol*

FOX

1	12"23	Phil Hughes, *Merseyside*
2	13"75	Jan-Erik Spangberg, *Sweden*
3	13"87	Hamid Momatash, *Gateshead*
4	13"95	Ben Rumsby, *Bristol*
5	14"05	James Wood, *Cumbria*

PIKACHU

1	10"30	Phil Hughes, *Merseyside*
2	10"80	Hamid Momatash, *Gateshead*
3	10"81	Jan-Erik Spangberg, *Sweden*
4	11"01	David Marsland, *Cheshire*
5	11"47	Luke Brown, *Worcester*

BONUS 1 TOTAL TIME

1	2'54"28	Phil Hughes, *Merseyside*
2	3'10"94	Jan-Erik Spangberg, *Sweden*
3	3'19"55	Hamid Momatash, *Gateshead*
4	3'24"50	Ben and Tom Rumsby, *Bristol*
5	3'37"40	Jonathan Rydstrom, *Sweden*

BONUS 2 TOTAL TIME

1	4'49"91	Phil Hughes, *Merseyside*
2	5'49"88	Hamid Momatash, *Gateshead*
3	5'56"63	Ben and Tom Rumsby, *Bristol*
4	6'35"21	Matthew Sexton, *Bedford*

In association with 

Summer's here – and it's brought a load of new challenges with it.

skill club MILLENNIUM



2001

Yep, the change in the weather has heralded an equally welcome change to Skill Club Millennium. Now there are 20 brand new – but typically devious – challenges for you to turn your joypad to, and a fresh set of leagues just waiting to be filled to capacity with the best gamers on Planet N64.

So, pick out a handful of challenges, pull out all the stops to prove you're up to the job, then send us photo or video evidence. Use the form below and mark the envelope 'Skill Club'.

For your labours you'll receive recognition the world over, a Skill Club certificate, and a simply beautiful **N64** pin badge. Gold-standard clubbers get a Gamester Advanced Controller or a Gamester Tremor Pak with 1Mb memory, too (tell us which you'd like), while Platinum Club entrants net themselves a limited-edition **N64** T-shirt. Nice, eh?

One final note: **we're still accepting entries for the old Skill Club Millennium**, but you'll have to use a form from a previous issue to enter. We'll continue printing the original leagues (see over the page) – but not for long. Skill Club Millennium is dead, you see – long live Skill Club Millennium!

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 for Platinum. And if you manage all 20, we'll rustle up something extra special...*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL (UK or Australia) or NTSC (US or Japan) copies of the game, but if you opt for NTSC you'll have to achieve the faster of the two listed times for* Mario Kart.
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts, codes and doctored digital camera shots. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter the leagues in stages if you wish. Make it into the Bronze league first, then later you can send us further proof to elevate yourself to a loftier position. Bonzer.*
- *Bronze, Silver, Gold and Platinum leagues will be published in a future edition of* **N64**.
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA. With a digicam, use a slow shutter speed.

Taking videos

1. *Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.*
2. *Connect the 'Signal Out' socket on your video to your TV and turn both on.*
3. *Switch your TV to the video channel and switch on your N64 with a game plugged into it.*
4. *Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.*
5. *Achieve your challenge and get to the appropriate result screen.*
6. *Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.*
7. *Repeat steps 5 and 6 according to the number of challenges you're attempting.*
8. *Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.*

---

skill club MILLENNIUM 2001 ENTRY FORM

Hello there,

I'd like to put myself forward for the Bronze/Silver/Gold/Platinum Skill Club Millennium 2001 league. I include proof of my achievements in:

	A *F-Zero X*		K *Majora's Mask*
	B *ISS 2000*		L *GoldenEye 007*
	C *Battle for Naboo*		M *Perfect Dark*
	D *Super Mario 64*		N *Banjo-Tooie*
	E *Conker's BFD*		O *Tony Hawk's*
	F *Lylat Wars*		P *Mario Tennis*
	G *Quake II*		Q *TWINE*
	H *Wave Race 64*		R *WWF No Mercy*
	I *Ridge Racer 64*		S *Smash Bros*
	J *Mario Kart 64*		T *Excitebike 64*

Please send my badge and certificate to:

Name

....

Address

....

....

....

....

Use a photocopy of this form if you'd rather not cut your copy of **N64** *Magazine.*

challenge A — F-Zero X

What you must do: Beat a time of 1'50" on Port Town 2.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The DGG+ free stuck to issue 22 should provide you with all the help you need.



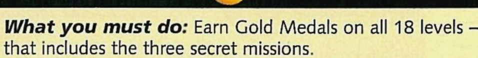
challenge B — ISS 2000

What you must do: Finish all the scenarios.
Proof: A photo of the two completed Scenario screens.
Helpful tips: Tips ahoy in the DGG+ attached to issue 49, *and* the 'Best of 2000' book that came free with issue 51.



challenge C — Battle for Naboo

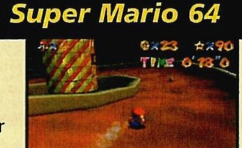
What you must do: Earn Gold Medals on all 18 levels – that includes the three secret missions.
Proof: A photo of the player select screen, showing how many medals you've collected.
Helpful tips: Why, there's a DGG+ free with this very issue.





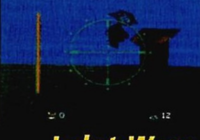
challenge D — Super Mario 64

What you must do: Beat 0'13" on the Princess's Slide.
Proof: A photo of your time at the finish line.
Helpful tips: For a massive shortcut, press Z and B just before you hit the slide – then, after the tunnel, leap left over the wall and use B to bellyflop onto the track below. Yikes.



challenge E — Conker's Bad Fur Day

What you must do: Score 10 headshots against CPU-controlled Frenchies in the Beach multiplayer scenario.
Proof: A photo of the final stats screen, showing your score.
Helpful tips: No multiplayer tips as such, but try the walkthroughs in issues 54 and 55 for general advice.



challenge F — Lylat Wars

What you must do: All rings and 70 hits on the Training mode, *before* entering the all-range mode arena.
Proof: Pause the game as you pass through the final ring and take a photo.
Helpful tips: **N64**/8's free poster, or the DGG+ on issue 13.

challenge G — Quake II

What you must do: Beat 1'10" on Twists.
Proof: A photo of the stats screen, please, which pops up as soon as you finish the level.
Helpful tips: All manner of tips to be found in **N64**/33.



challenge H — Wave Race 64

What you must do: Beat a score of 66,000 on Stunt Mode at Dolphin Park.
Proof: A photo of the stats screen, showing your score.
Helpful tips: **N64**/2's your man, along with the torrent of tips featured in the DGG+ stuck to the front of issue 14.

challenge I — Ridge Racer 64

What you must do: Beat a race time of 1'10" on Ridge Racer Novice.
Proof: A photo of the records screen.
Helpful tips: Mark demonstrated the perfect Ridge Racer Novice lap in **N64**/41. Get to it!



challenge J — Mario Kart 64

What you must do: Beat a time of 2'20" (PAL) or 2'09" (NTSC) on Bowser's Castle.
Proof: A picture of the records screen, showing your time.
Helpful tips: Try the unnervingly helpful review in issue 4, the tips in issue 5, or the DGG+ attached to issue 13.

challenge K — Zelda: Majora's Mask

What you must do: Win the Fierce Deity's mask – by collecting all the other masks, then finishing the game.
Proof: An in-game photo, showing Link in Fierce Deity form (you'll need to be in a boss arena).
Helpful tips: A handy book on **N64**/50, and tips in issue 52.



challenge L — GoldenEye 007

What you must do: Survive the Cradle on 00 Agent for 15 minutes.
Proof: A photo of the Mission Complete screen, clearly showing your time.
Helpful tips: Tips in **N64**/10, plus the DGG+ from issue 12.



challenge M — Perfect Dark

What you must do: Unlock all the cheats. That's a grand total of 43 cheats for you to collect…
Proof: Photographs of all the cheat menus – six in all.
Helpful tips: Tips in issues 44, 45 and 46, and the book that came bundled with issue 46.



challenge N — Banjo-Tooie

What you must do: Collect all 90 jiggies.
Proof: A photo of the information contained in the game's pause screen.
Helpful tips: Everything you need to know is wrapped up in the book given away free with issue 55.



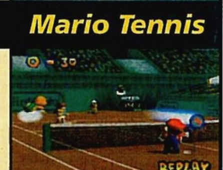
challenge O — Tony Hawk's Skateboarding

What you must do: Unlock Officer Dick by collecting all thirty tapes and winning every medal.
Proof: A photo of *Tony*'s character select screen with Dick clearly visible.
Helpful tips: Alan fashioned a full guide in **N64**/42.



challenge P — Mario Tennis

What you must do: Complete the horrifyingly difficult Planet Cup with all 16 characters.
Proof: A photo of the Player Select screen showing the CPU difficulty as 'Intense' (unlocked after doing the challenge.)
Helpful tips: See Dr Kitts' DGG+, as seen on issue 48.



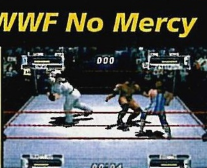
challenge Q — The World is Not Enough

What you must do: Finish the game on 00 Agent difficulty.
Proof: A photo of the multiplayer select screen, clearly showing 'Golden Gun Mode' (which is unlocked when you complete *TWINE* on 00 Agent).
Helpful tips: Tips in issue 50, plus the DGG+ with issue 52.



challenge R — WWF No Mercy

What you must do: Defeat at least 100 opponents in Survival mode.
Proof: A photo of the final stats screen, showing your wins.
Helpful tips: A splendid tips guide in issue 50, and the DGG+ taped to the cover of **N64**/52.



challenge S — Super Smash Bros

What you must do: Finish the game with a score of more than 1,000,000 points.
Proof: A photo of the Character Select screen – hold the glove over your character to display the high score.
Helpful tips: Issue 37's guide lays bare the scoring system.



challenge T — Excitebike 64

What you must do: Unlock Excite-3D – which is done by winning the final Challenge Pro championship.
Proof: A photo of the Special Tracks Select screen.
Helpful tips: Stuck to the front of this very issue is a DGG+ overflowing with *Excitebike 64* tippery.



GO! GO!



HALL OF FAME

PLATINUM Club
complete 14 challenges

Anthony Woods, *Wolverhampton*
Matthew Hall, *Ruislip*
Richard Milham, *Wolverhampton*
David Cittern, *Middlesex*
Andrew McGrae, *Southport*
Matthew Weston, *Nottingham*
Dan Masters, *Australia*
Gary Brawn, *Cheshire*
Justin Badger, *Wolverhampton*

SILVER Club
complete 7 challenges

Jamie Chambers, *Cheshire*	A,D,E,H,K,L,P
Mike Richards, *Westbury*	B,G,H,L,N,R,S
Martin Flynn, *Kent*	D,J,K,L,M,N,R
Alex McIver, *Edinburgh*	A,C,D,L,M,N,S
Lorne Tietjen, *Woking*	D,E,F,H,I,J,O
Riki Taylor, *New Zealand*	C,G,I,K,N,R,S
Stephen Woods, *Lanarkshire*	A,C,D,E,G,J,L
The Alliance (c/o Richard Granville), *Bridgend*	C,G,L,N,P,R,S
Colin White, *Derbyshire*	G,H,J,L,N,R,S
Simon Nash, *Watford*	H,L,N,P,R,S,T
Georgio Venturino, *Italy*	C,E,L,N,Q,R,S
Scott Houston, *Co. Antrim*	D,F,I,K,L,N,R,S
James McDermott, *Australia*	C,E,G,I,L,N,Q,R
Andrew Simmonds, *Waterlooville*	A,B,E,G,J,L,N,P,S

GOLD Club
complete 10 challenges

Gary Carney, *Newcastle-Upon-Tyne*	A,C,D,G,K,L,O,P,R,S
Jonathan Bird, *Suffolk*	C,E,G,I,J,N,O,P,Q,R
Craig Silcocks, *Trowbridge*	B,C,D,G,H,J,L,N,R,S
Ben Wells, *Suffolk*	C,E,G,I,J,N,O,P,Q,R
Jamie Hobbs, *Thetford*	A,D,E,J,K,M,N,P,R,S
Chris Caufield and Sam Moorhouse, *Halifax*	C,G,K,L,N,P,Q,R,S,T
Jan-Erik Spangberg, *Sweden*	A,C,E,G,H,I,L,P,R,S
Kostas A. Mitzithras, *Greece*	B,C,H,J,L,N,P,R,S,T
Christophe Zerathe and Thomas Grand, *Switzerland*	C,D,I,K,L,N,P,R,S,T
George Ransley, *Southampton*	C,D,E,G,H,K,L,M,N,S
Joseph and Jerry Murphy, *Co. Cork*	A,B,C,G,H,L,N,O,R,S
James and Tom Forward, plus Roman Moxham, *Australia*	C,E,G,I,K,L,N,Q,R,S
Joel Fuller, *Australia*	C,D,E,G,H,I,K,L,N,P,R,S

BRONZE Club
complete 3 challenges or more

Stefan Charles, *Dorchester*	L,N,S
Ben Cook, *Shoreham-by-Sea*	D,L,R
Lorenz Pasch, *London*	B,L,P
Damien Plumb, *Cambridge*	L,N,P
Jonathan Walker, *West Midlands*	K,R,S
Christopher Simon Davies, *Walsall*	B,H,P
William Clifton, *Newcastle-upon-Tyne*	L,Q,S
Anders Tonsberg, *Norway*	L,P,S
Christopher Fennelly, *London*	L,R,S
Matthew Wilkins, *Malmesbury*	A,G,K
Matthew Sexton, *Bedford*	C,P,S
Janne Kaitila, *Finland*	D,R,S
James McGuigan, *Co. Armagh*	L,P,R
Hedley Gabriel, *Essex*	L,N,S
James Talbot-Hammond, *Farnham*	C,R,S
Chris Lowe, *Tyne & Wear*	A,L,R
Morten Tronstad, *Norway*	N,R,S
Daniel McGarrigle, *Ireland*	L,N,R
Thomas Beesley, *Burton-on-Trent*	C,R,S
James Fowler, *Staffs*	N,R,S
Alexander Davies, *Wales*	L,R,S
Ciarán O'Mara, *Dublin*	C,R,S
Adam Bull, *Leeds*	E,P,R
Matthew Hart, *Holland*	C,L,S
Simon Hynard, *Norwich*	C,P,R
Michael Oakes, *Nantwich*	C,Q,R
Stewart McIver, *Edinburgh*	C,N,S
Neil Coffey, *East Kilbride*	N,P,S
Mark Hall, *Newport*	E,L,S
Martyn Cook, *Ayrshire*	C,K,S
Karl von der Luehe, *Surrey*	B,P,S
John Calderon, *Lanarkshire*	G,R,S
Ben Wilkins, *Australia*	C,H,L
Martin Gore, *Dublin*	N,P,S
Stephen Hibbs, *London*	L,R,S
Ian Calderwood, *Harpenden*	E,L,T
Nader Kohbodi, *Anglesey*	B,P,S
Bobby Matthews, *Kingston-upon-Thames*	C,L,S
John Burke, *Bromley*	H,N,P
Alex Hellowell, *St Albans*	K,L,S
Andrew McQuillan, *Australia*	C,N,R
Tim Witney, *Essex*	L,N,O
Chris Eaves, *Newport Pagnell*	L,S,T
Mark Timlin, *Sunderland*	J,K,S
David Morris, *Merseyside*	B,G,L
David Coleman, *Ireland*	E,G,S
Stuart Barrett, *Manchester*	C,N,P
Nicole Thiele, *Australia*	K,N,S
Leigh Chambers, *Warrington*	D,K,L
John Gallagher, *Ayrshire*	A,L,S
Matthew Prior, *Norfolk*	N,Q,R
James Broyd, *Surrey*	H,J,S
David King, *Kent*	N,P,S
Steve Wilkes, *Oxfordshire*	E,R,S
Tom Magee, *BFPO 39*	L,N,S
Daniel and Liam Allsworth, *Oxford*	G,P,R
Marcus Lindberg, *Dubai*	H,J,S
Joe Ward, *Kent*	I,N,P
B Thomson, *Edinburgh*	G,K,R
Gary Bromham, *Swansea*	C,K,L
Daniel Mitchell, *East Sussex*	L,R,S
David Jedrzejewski, *Australia*	K,L,S
Tara Tietjen, *Woking*	F,H,I,J
David Conroy, *Accrington*	C,N,R,S
Matthew Li Kam Wa, *Lancashire*	C,F,L,S
Ruben Larsen, *Norway*	I,K,N,R
Bent Eigil Sumelius, *Norway*	A,B,C,H
Sheldon Marsh, *Somerset*	C,F,N,S
Dylan Foale, *Devon*	C,L,M,R
Kasper Bruun, *Denmark*	C,G,L,Q
Turo Halinen, *Finland*	C,D,R,S
Chris Scott, *London*	G,L,P,R
Matt Swales, *Australia*	L,P,R,S
Luke Wilson, *Stourport-on-Severn*	L,P,S,T
Anthony Coombes, *Bridgwater*	E,G,L,Q
James O'Leary, *London*	C,E,G,L
Raymond Wegman, *Holland*	P,Q,R,S
Kimmo Kartasalo, *Finland*	C,N,R,S
Michael Rose, *Manchester*	K,L,N,S
Guy Taylor, *Peterborough*	J,K,L,R
Patrick King, *Coventry*	C,K,L,S
Michael Wakely, *Exeter*	D,L,R,S
Alicia Thompson, *Sheffield*	A,B,C,L,O
Chris Bartlett, *Kent*	A,D,J,L,S
Daniel Nolan, *London*	K,L,P,R,S
David Ainscough, *Australia*	L,P,R,S,T
Chris Richards & Michael Petch, *Doncaster*	C,G,K,L,S
David Furness, *Edinburgh*	C,G,K,L,P
Stephen Larner, *Stoke-on-Trent*	C,N,O,Q,R
Peter Bottomley, *Cheshire*	J,L,N,O,R
Peter Barrett, *Co. Armagh*	F,I,L,P,R
Richard Kelly, *Yorkshire*	B,G,L,O,Q
Robin Bradley, *Basingstoke*	I,J,K,L,N
Owen Flanders, *Worlingham*	J,L,N,O,S
Iain Smith, *Staffordshire*	C,H,J,L,P
Simon Johanssen, *Sweden*	A,E,L,N,P,R
Richard Jenkins, *Scotland*	B,C,H,K,L,R
Mark Poulter, *Warrington*	C,H,J,L,N,S

Stuck? Make an appointment with our gaming guru.





Dr Kitts,
In *Castlevania: Legacy of Darkness*, how do I find the Half Crest A?
Rich Tann, Harborough

Dr Kitts cracks his whip and waddles like a loon.
Making sure that you have the rose garden key in the second stage of the game, use a Sun Card to bring forward the morning, then head for the rose garden. You'll see a red rose in the central area of white roses. Grab that red rose and you'll receive the Thorn key. Now take this key to the maze garden and unlock the fence. Open the fence to get another rose, then place this flower in the top of the water fountain to gain the Half Crest A. That should take care of things. Next!



Dr Kitts
How on earth do I get the Stone Mask in *Zelda: Majora's Mask*?
James Parry, Norfolk

Dr Kitts glumly freezes another prize-winning whippet.
Make your way to Ikana and, after the second set of fences, you'll find a circle of stones on the ground. Look at it with the Lens of Truth and you'll see a soldier. Give him a red potion and he'll give you the Stone Mask.

Dr Kitts,
In *Jet Force Gemini*, playing as Lupus, I can't defeat the two giant creatures with the rocket launchers, lasers and funny looking arms that throw grenades. They're located on Eschebone after coming out of the big slug-thing's rear end.
Ross Barnes, Ely

Dr Kitts cleans the phlegm from his space-visor.
As with all of JFG's bosses, the trick is to meticulously memorise their attack patterns. For the two Mantids' initial attack, it's better to save your strongest weapons for later and use your pistol. During this first style of assault, the Mantids are vulnerable when they have an eye behind the targeting scope. For their next offensive, they'll raise their clawed arms to attack – when a limb is in the air, use this opportunity to turn it into a bloody stump.

Next come the tail attacks. Use your homing missiles – you can land two hits, one for each time they attack. For the last stage it's best to use your tri-rocket launcher. The Mantids will leap to the front ledge and their heads will become the focus for your assault. When you connect, you'll need to retreat to the opposite side from the farthest Mantid to avoid their nasty mucus, before moving in closer so that the second load of spit arcs over you. Remember, you can always use the rocky mounds to protect yourself from homing missiles.

Dr Kitts,
I'm having trouble finding the Hero's Bow and the Hookshot in *Majora's Mask*. Can you help, please?
Matthew Shepherd, Cwmbran

Dr Kitts leaps from tree to tree like an ape possessed...
No problem, Matthew. You'll find the Hookshot in a chest in Aveil's chamber in Gerudo Fortress, but you'll need to clear the room first by hitting the beehive from the outside, through the barred window. The Hero's Bow can be found at Woodfall Temple in the room where a Dinofos falls from the ceiling. Beat him and the chest containing the bow will appear.

Dr Kitts,
Are there any extra vehicles in *Star Wars: Battle for Naboo*? If there are, how do I get them?
John Evans, Cardiff

Dr Kitts takes some time out to groom his wookie...
There are a few extra vehicles, yes. To get the Sith Infiltrator, you'll need to access the third secret level – 'The Dark Side' – by earning all the gold medals, and beat it. You can then use the Infiltrator on any level that lets you pilot the N-1.

You can also unlock an ATT and a Swamp Speeder by achieving platinum medals on all of the levels.





Doesn't matter how small or how precise, write in to Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic,
N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

cut out and send

Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...



My name is ....

and I live at ....

....

....

Postcode ....

Club 64 DIRECTORY

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

We reviewed some of the games in Directory over FOUR years ago. So, while they might have deserved their mark back then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now, rated out of five.

It's super-easy to see whether the game in question got a Star Game award (85% or over). If it did, we recommend you buy it!

CRRRAAASSHH!

20% ★ **1** — Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)

This panel includes handy info, like whether a game uses a Rumble, Controller or Expansion Pak.



Shoddy Entertainment bring the N64 into the PC era with the genre-smashing, controller-trashing game of frustration, anger and misery. The gameplay's paced to hang irretrievably whenever you get anywhere, forcing you to turn the console off. Genius!

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if a title's good.

TOP TIP *Don't forget to wait until the last minute before you cease working. That way, you can prolong your game by doing the same bits again and again. Whip-cracking!*

For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley
AM	Alan Maddrell
GE	Geraint Evans

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.



1 ZELDA: OCARINA OF TIME 98%

2 PERFECT DARK 96%

2 MARIO 64 96%

2 ZELDA: MAJORA'S MASK 96%

5 TUROK 2 95%

UK Game releases

40 WINKS

71% ★ **2** — GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING

89% ★ **4** — Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

A BUG'S LIFE

31% ★ **0** — Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

AERO FIGHTERS ASSAULT

58% ★ **1** — Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE

10% ★ **0** — ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

AIDYN CHRONICLES

60% ★ **3** — THQ ● £40 ● 1 player ● controller pak ● expansion pak ● Issue 55 ● AM

Slow-moving, traditional medieval RPG with a curious combat system. Average.

ALL-STAR BASEBALL

84% ★ **3** — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000

80% ★ **4** — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS

68% ★ **3** — Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES

76% ★ **2** — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES

67% ★ **2** — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64

53% ★ **2** — Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI

67% ★ **2** — Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

BANJO-KAZOOIE

92% ★ **5** — Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA





Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.

TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BANJO-TOOIE

81% ★ **4** — Rare ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 54 ● MG

Rare's beautiful brand of platforming is looking slightly old hat these days…

BATMAN OF THE FUTURE

16% ★ **1** — Ubi Soft ● £30 ● 1 player ● rumble pak ● no save ● Issue 49 ● AM

Lamentably retro sideways-scrapper that's over before it's begun.

BATTLETANX

74% ★ **3** — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BATTLETANX GLOBAL ASSAULT

81% ★ **3** — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 40 ● JB

Tremendous multiplayer shenanigans marred by a boring single-player game.

BATTLEZONE

73% ★ **3** — Crave ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Sprawling but slow, complex and uninvolving mix of *Command & Conquer* and *Quake*.

BEETLE ADVENTURE RACING

81% 4 — EA • £40 • 1-4 players • rumble pak • controller pak • Issue 27 • MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS

76% 3 — GT • £40 • 1/2 players • rumble pak • on cart • Issue 20 • JA

Looks excellent but shallow gameplay.

BLAST CORPS

88% 5 — Nintendo/Rare • £20 • 1 player • on cart • controller pak • Issue 5 • JS



One of the most original games on the N64, and one you're almost certain to enjoy.



TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

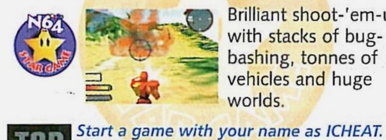
BLUES BROTHERS 2000

28% 0 — Titus • £40 • 1/2 players • rumble pak • controller pak • Issue 46 • AM

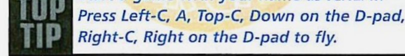
About as bad as the movie. Purchase at your peril.

BODY HARVEST

91% 4 — Gremlin • £20 • 1 player • rumble pak • on cart • Issue 22 • TW



Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.



TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64

50% 1 — Hudson/Nintendo • £20 • 1-4 players • on cart • Issue 8 • ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO

66% 2 — Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE

70% 2 — Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2

80% 4 — Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3

82% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been, except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64

8% 0 — SCi • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA

81% 3 — Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS

75% 3 — Konami • £40 • 1 player • rumble pak • controller pak • Issue 38 • JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS

67% 3 — Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST

70% 2 — Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2

55% 1 — Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY

52% 3 — Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK

81% 3 — GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓

24% 0 — Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER

75% 3 — Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CONKER'S BAD FUR DAY

89% 5 — THQ • £60 • 1-4 players • rumble pak • on cart • Issue 53 • GE





Shoddy in places, but crude jokes, smooth play, movie spoofs and a top multiplayer make it unputdownable.

TOP TIP *Missing some moolah? Try the top of the tower near the swearing cog.*

CRUIS'N USA

24% 0 — Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD

38% 0 — Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

CYBERTIGER WOODS GOLF

72% 3 — EA • £40 • 1/2 players • rumble pak • controller pak • Issue 40 • TW

Not-bad golf game, complete with wacky power-ups and rubbish control system.

DAIKATANA

67% 3 — Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB

Very average *Quake*-clone with RPG titbits.

DARK RIFT

69% 1 — Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY

65% 3 — THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING

90% 4 — Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA



A massive adventure mode and three different vehicles. Not quite as good as *MK* though.

TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DISNEY'S TARZAN

35% 0 — Activision • £40 • 1 player • rumble pak • controller pak • Issue 40 • MK

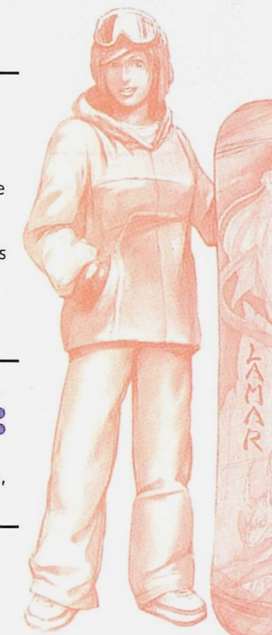
2D platformer completely bereft of imagination, invention or any sense of fun. Utterly odious.

WRETCHED

The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...



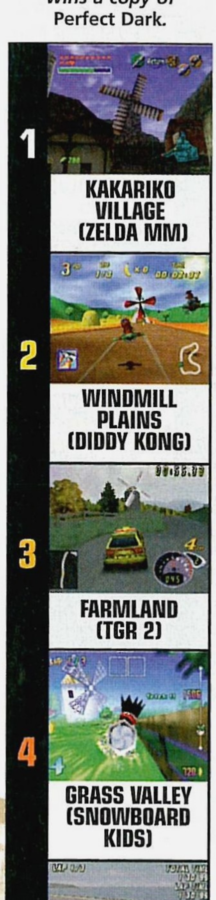
1. CARMAGEDDON 8%
2. MK MYTHOLOGIES 9%
2. POWER RANGERS 9%
4. AERO GAUGE 10%
5. SUPERMAN 14%



GO! GO!

WINNER!

We were only joking when we asked for lists of windmills in N64 games, you know. But Robin Bradley from Hampshire was just one of hundreds who sent in a list of N64 grain-grinders. He wins a copy of Perfect Dark.



DONALD DUCK QUACK ATTACK
69% 2
Ubi Soft ● £40 ● 1 player ● controller pak ● expansion pak ● Issue 49 ● GE

Simple platformer executed reasonably well. Er, and that's about it.

DONKEY KONG 64
93% 5
Rare ● £60 (with exp pak) ● 1-4 players ● rumble pak ● expansion pak ● Issue 36 ● MG



It's *Banjo-Kazooie+*, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64
77% 2
GT ● £25 ● 1 player ● controller pak ● Issue 7 ● JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

DUAL HEROES
50% 0
Bitwave/Hudson ● £30 ● 1/2 players ● controller pak ● Issue 17 ● MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUCK DODGERS
75% 3
Infogrames ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 47 ● MG

Let down by a duff camera, but otherwise a surprisingly decent Warner Bros platformer.

DUKE NUKEM 64
85% 3
GT ● £25 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW




A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM: ZERO HOUR
90% 4
GT ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG




A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and drink the nutritious water therein.*

EARTHWORM JIM 3D
68% 3
Virgin ● £40 ● 1 players ● controller pak ● rumble pak ● Issue 35 ● JB

It's Jim again, in 3D. Mediocre but enjoyably silly.

ECW HARDCORE REVOLUTION
80% 2
Acclaim ● £40 ● 1-4 players ● controller pak ● rumble pak ● expansion pak ● Issue 39 ● MG

Fun rasslin', rubbish licence, dull characters.

EXCITEBIKE 64
90% 5
Nintendo ● £45 ● 1-4 players ● controller pak ● rumble pak ● expansion pak ● Issue 56 ● AM




Delicious handling, top tracks and a heap of extras make this easily one of the finest racers on N64.



TOP TIP *Hold L, Right-C, Bottom-C and A on the main menu, then enter BLAHBLAH on the cheat menu for big heads.*

EXTREME G
87% 2
Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW



Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll keep your race position.*

EXTREME G2 (XG2)
85% 3
Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB




XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 RACING CHAMPIONSHIP
72% 3
Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 47 ● MK

Decent, realistic racer, but doesn't quite match the splendour of *F1WGP*.

F1 POLE POSITION
71% 1
Ubi Soft ● £25 ● 1 player ● controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP
93% 5
Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA




Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.

TOP TIP *Select exhibition and change D. Williams' surname to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2
72% 3
Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● expansion pak ● Issue 32 ● JA

There's not enough new here.

FIFA 64
39% 0
EA ● £25 ● 1-4 players ● controller pak ● Issue 2 ● TW

Like a rash. Only not as enjoyable.

FIFA '98
83% 2
EA ● £30 ● 1-4 players ● controller pak ● Issue 10 ● TW

There's promise here. Not perfect, but better.

FIFA '99
83% 3
EA ● £40 ● 1-4 players ● controller pak ● rumble pak ● Issue 26 ● TW

The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY
86% 4
Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB




Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.

TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FIGHTING FORCE
26% 1
Crave ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 37 ● MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON
73% 2
Interplay ● £40 ● 1/2 players ● controller pak ● rumble pak ● Issue 27 ● TW

Fairly enjoyable but instantly forgettable.

FORSAKEN
87% 4
Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK



A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X
91% 5
Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP



The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all cups on all levels to access a random track generator.*

GASP!!
47% 1
Konami ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS
81% 4
Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO

22% 0 Crave • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO

59% 1 GT • £50 • 1 player • rumble pak • controller pak • Issue 21 • JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER

83% 4 Hasbro • £50 • 1 player • rumble pak • on cart • Issue 21 • MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2

69% 2 Konami • £40 • 1/2 player • rumble pak • on cart • Issue 29 • JB

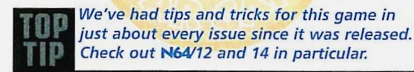
After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007

94% 5 Nintendo/Rare • £50 • 1-4 players • rumble pak • on cart • Issue 9 • TW




Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.



TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out* **N64/12** *and* **14** *in particular.*

GT 64

67% 0 Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 17 • TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HERCULES THE LEGENDARY JOURNEYS

66% 2 Titus • £40 • 1 player • rumble pak • controller pak • Issue 48 • AM

Fairly good *Zelda* clone, but with nowhere near as much depth. Shame.

HEXEN

69% 0 Midway • £30 • 1-4 players • controller pak • Issue 5 • JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY

71% 2 Konami • £50 • 1 player • controller pak • Issue 23 • MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS

61% 3 EA • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN

83% 3 Konami • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 33 • JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

HYDRO THUNDER

84% 4 Midway • £40 • 1-4 players • rumble pak • controller pak • Issue 39 • JB

Fantastic sub-*Wave Race* water racer.

IGGY'S RECKIN' BALLS

56% 0 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 19 • MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64

67% 3 Take 2 • £40 • 1 player • rumble pak • on cart • Issue 34 • JB

A comprehensive package of all things angling.

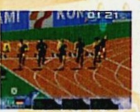
INDIANA JONES AND THE INFERNAL MACHINE

81% 4 THQ • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 55 • JB

A highly enjoyable *Tomb Raider*-alike that relies a bit too heavily on dull platforming conventions.

INTERNATIONAL TRACK & FIELD 2000

86% 4 Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB

Impressive update of the Olympic button-basher, with superb graphics and finger-knacking gameplay.



TOP TIP *To avoid hand injury, wrap a velcro wallet around your hand and rub the buttons with your palm.*

ISS 2000

90% 4 Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MK




Not a huge update, but *ISS 2000*, complete with an all-new career mode, is still a fantastic game.



TOP TIP *Listen to your manager's advice to keep your RPG player on top form. Rest during training, too, else you'll soon get injured.*

ISS 64

92% 3 Konami • £30 • 1-4 players • controller pak • Issue 3 • TW




An almost flawless game which could only have been bettered with the addition of real teams.



TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 Konami • £40 • 1-4 players • controller pak • Issue 20 • MK




Enhanced and updated and, now more than ever, the finest football game in the world.



TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JEREMY MCGRATH SUPERCROSS

53% 1 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • TW

"As uninteresting as Anne Robinson." 'Nuff said.

JET FORCE GEMINI

93% 5 Rare • £50 • 1-4 players • rumble pak • on cart • Issue 34 • MK




Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.

TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT

62% 2 Nintendo/Rare • £20 • 1/2 players • controller pak • Issue 3 • MH

Great in its time, but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KIRBY 64 THE CRYSTAL SHARDS

72% 3 Nintendo • £40 • 1 player • rumble pak • on cart • Issue 45 • AM

Repetitive and disappointingly unimaginative platforming with the marshmallow blob.

KNOCKOUT KINGS 2000

82% 3 EA • £30 • 1/2 players • controller pak • rumble pak • Issue 35 • TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE

42% 2 Nintendo • £30 • 1-4 players • on cart • rumble pak • Issue 24 • JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA OCARINA OF TIME

98% 5 Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB




Simply the greatest game ever created. Utterly amazing. This *must* be one of your Desert Island Carts.

TOP TIP *Check out* **N64/24** *for a guide on how to complete the first dungeon.*

U-G-L-Y!

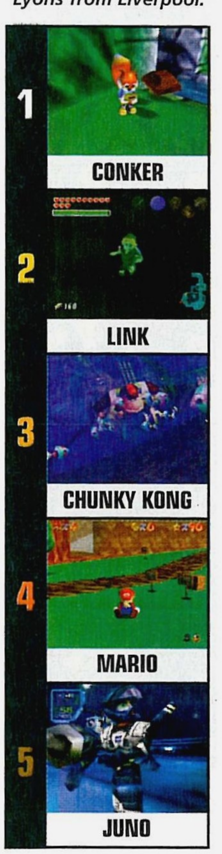
They say that beauty's in the eye of the beholder, but we doubt that anyone's eyes wouldn't wince at the sight of these five Majora's Mask freaks. Thanks to Barry Hutton from East Sussex.





YAWN!

Back in 'the day', a character who simply tapped his feet when you left the controls alone was considered state of the art. Now, game heroes are often at their best when left to their own devices. Top five 'standing still moments', then, courtesy of Sean Lyons from Liverpool.



LEGEND OF ZELDA MAJORA'S MASK

96% 5 Nintendo • £40 • 1 player • rumble pak • expansion pak • on cart • Issue 49 • MG




Rich and inventive, with enough intricate puzzles and heart-rending moments to blow your brain open.

TOP TIP *Smash a pot near an owl statue for a red fairy, then warp to the same statue – the red fairy's back in the pot!*

LEGO RACERS

70% 3 Lego Media • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D

70% 3 Infogrames • £40 • 1 player • rumble pak • on cart • Issue 29 • JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS

91% 5 Nintendo • £30 • 1-4 players • rumble pak • on cart • Issue 8 • JN




Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

MACE: THE DARK AGE

81% 2 GT • £30 • 1/2 players • on cart • Issue 9 • JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64

92% 2 EA • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT

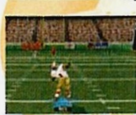



The first 64-bit outing for the *Madden* series is a great success but it looks a bit dated compared to *NFL '99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99

88% 5 EA • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK

This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

MAGICAL TETRIS CHALLENGE

51% 1 Activision • £40 • 1/2 players • rumble pak • on cart • Issue 34 • JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF

90% 5 Nintendo • £40 • 1-4 players • rumble pak • on cart • GB pak • Issue 34 • MK




Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64

91% 5 Nintendo • £30 • 1-4 players • controller pak • on cart • Issue 4 • JD




A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY

85% 3 Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 27 • JN



Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

MARIO PARTY 2

87% 4 Nintendo • £45 • 1-4 players • rumble pak • on cart • Issue 42 • MG




Not much fun on your own, but find three friends and you're in for one hell of a party.

TOP TIP *Press L while on a board to hear your character cheer.*

MARIO TENNIS

91% 5 Nintendo • £40 • 1-4 players • rumble pak • on cart • transfer pak • Issue 47 • MK




It's Mario. It's tennis. It's absolutely gobsmackingly ace. The multiplayer's a joy, too. Get it in!

TOP TIP *Win the Star Cup with all the characters, then hold R while selecting your player to access the Rainbow Cup.*

MICHAEL OWEN'S WLS 2000

84% 4 THQ • £45 • 1-4 players • rumble pak • controller pak • Issue 33 • MK

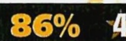
Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICKEY'S SPEEDWAY USA

80% 4 Rare • £40 • 1-4 players • rumble pak • on cart • Issue 50 • MG

Mario Kart clone that's short on innovation, but long on thrills.

MICRO MACHINES 64 TURBO



86% 4 Codemasters • £40 • 1-8 players • rumble pak • controller pak • Issue 25 • JB




Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38% 0 Interplay • £40 • 1-4 players • rumble pak • on cart • Issue 26 • TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS

90% 3 Nintendo/Treasure • £40 • 1 player • on cart • Issue 8 • JB



It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% 3 Infogrames • £40 • 1 player • rumble pak • on cart • Issue 19 • TW

Horrendous AI, clunky engine and bad controls.

MK MYTHOLOGIES

9% 0 GT • £Too much • 1 player • rumble pak • controller pak • Issue 11 • JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX

87% 3 Ubi Soft • £40 • 1/2 players • rumble pak • controller pak • Issue 27 • JB



Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS

66% 1 Take 2 • £40 • 1/2 players • rumble pak • Issue 33 • JB

Okay-ish conversion of knackered old PC game.

MORTAL KOMBAT 4

84% 2 GT • £45 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY

34% 0 GT • £40 • 1/2 players • rumble pak • controller pak • Issue 1 • TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

MULTI RACING CHAMPIONSHIP

71% 1 Ocean/Imagineer • £30 • 1/2 players • controller pak • Issue 8 • JD

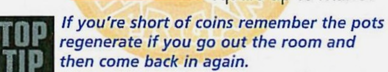
The conversion job has done it no favours.

MYSTICAL NINJA

90% 4
Konami • £50 • 1 player • controller pak • Issue 14 • TW




With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.



TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again.*

NAGANO WINTER OLYMPICS

32% 0
Konami • £45 • 1-4 players • rumble pak • controller pak • Issue 12 • JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

NASCAR '99

59% 0
EA • £40 • 1/2 players • rumble pak • controller pak • Issue 23 • MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE

90% 4
Nintendo • £20 • 1-4 players rumble pak • controller pak on cart • Issue 18 • MK




Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME

52% 1
GT • £25 • 1-4 players • on cart • Issue 6 • JS

Two-on-two basketball gets very boring.

NBA IN THE ZONE 2000

69% 2
Konami • £50 • 1-4 players • rumble pak • controller pak • Issue 44 • AM

Competent, but not as good as *NBA Courtside 2*.

NBA JAM '99

83% 2
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000

80% 4
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 37 • MK

Smooth passing and a top create-a-player.

NBA LIVE '99

64% 2
EA • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

The poor man's basketball game.

NBA LIVE 2000

65% 3
EA • £40 • 1-4 players • rumble pak • controller pak • Issue 38 • MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

NBA PRO '98

71% 1
Konami • £40 • 1-4 players • rumble pak • controller pak • Issue 14 • JP

An enjoyable multiplayer and lots of options.

NBA PRO '99

52% 2
Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

Painfully average.

NFL BLITZ

87% 4
GT • £45 • 1/2 players • rumble pak • controller pak • Issue 22 • MK



Arcade-style American football. Fast play with plenty of scraps and a customisable editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98

86% 3
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT




It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*

NFL QBC '99

90% 5
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK




Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000

60% 2
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • MK

Duff update. Stick with last year's version.

NHL '99

74% 3
EA • £50 • 1-4 players • rumble pak • controller pak • Issue 22 • JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY

62% 2
Acclaim • £40 • 1-4 players • rumble pak • on cart • Issue 14 • DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99

64% 2
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

Mildly diverting hockey sim: can't touch *Gretzky*.

NHL PRO '99

52% 2
Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

An above-average slice of ice-based hockey.

NUCLEAR STRIKE

82% 3
THQ • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 39 • MK

Top notch update of classic 'copter game, with lashings of great missions.

OLYMPIC HOCKEY

60% 0
GT • £25 • 1-4 players • controller pak • Issue 15 • MK

Cheap, cynical cash-in on a sporting non-event.

OPERATION WINBACK

83% 4
Virgin • £40 • 1-4 players • rumble pak • controller pak • Issue 41 • MK

Looks a bit ropey but full of stealth. Plays like a combination of *GoldenEye* and *Metal Gear Solid*.

PAPERBOY

62% 2
Midway • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS

58% 1
THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • MK

Slow and boring, even when it speeds up. Dump.

PERFECT DARK

96% 5
Rare • £50 • 1-4 players • rumble pak • controller pak • on cart • expansion pak • transfer pak • Issue 42 • MK




Absolutely stunning. If you had to choose just one game for your N64, this would be it. Unmissable.

TOP TIP *For small characters complete Area 51: Infiltration*

PGA EUROPEAN TOUR GOLF

80% 4
Infogrames • £40 • 1-4 players • rumble pak • on cart • Issue 38 • MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64

89% 5
Nintendo • £20 • 1 player • on cart • Issue 1 • TW

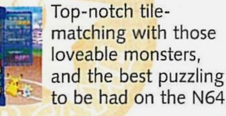



A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The four Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

POKÉMON PUZZLE LEAGUE

89% 5
Nintendo • £40 • 1/2 players • on cart • Issue 52 • GE

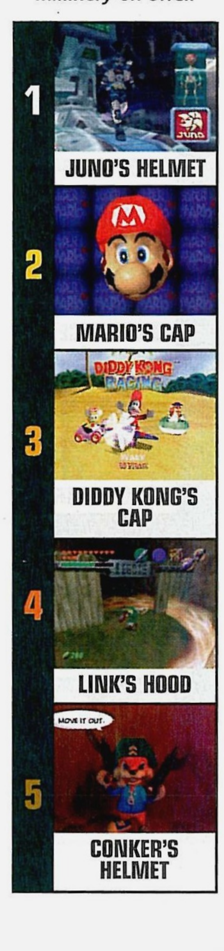



Top-notch tile-matching with those loveable monsters, and the best puzzling to be had on the N64.

TOP TIP *Press L, R and Z on both controllers to unlock all the trainers in 2P Vs mode.*

CAPPED!

"Ohhhhhhh, where did you get that hat from, where did you get that haaaat?" Tom Hammona from Peterborough doesn't care where these five hunks of headwear originated – he's just a fan of the masterful millinery on offer.



1 JUNO'S HELMET
2 MARIO'S CAP
3 DIDDY KONG'S CAP
4 LINK'S HOOD
5 CONKER'S HELMET

GO! GO!

OLDIES!

It's hard to believe that the N64 is six years old this year – and that games released over half a decade ago still have the power to tickle your tummy. Andrew Sargent from Halifax has sent in his top five golden oldies.



POKÉMON SNAP

80% 4 Nintendo ● £45 ● 1 player ● on cart ● Issue 45 ● MK

Gorgeous photo-snapping safari on Pokémon Island – but only 63 monsters?

POKÉMON STADIUM

90% 5 Nintendo ● £50 ● 1-4 players ● rumble pak ● on cart ● includes transfer pak ● Issue 41 ● MG



Download your GB Pokémon to your N64, and battle them in glorious 3D. Tremendous fun.

TOP TIP *To battle with Mewtwo, beat the Gym Leader Castle and get trophies in all 10 tournaments in Stadium Mode. Beat Mewtwo and you unlock a new game mode.*

POWER RANGERS LIGHTSPEED RESCUE

9% 0 THQ ● £40 ● 1/2 players ● controller pak ● Issue 52 ● MG

Constipated puppet-men jerking their way around barren Lego-built cities. Dire.

PREMIER MANAGER 64

82% 4 Gremlin ● £40 ● 1 player ● on cart ● Issue 31 ● TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64

79% 2 GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 15 ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II

90% 4 Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● MG





The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*

RAINBOW SIX

87% 4 Take 2 ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 35 ● TW



Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!

TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS

80% 3 Konami ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 22 ● MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR

54% 0 GT ● £45 ● 1-3 players ● controller pak ● Issue 16 ● MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR

22% 0 Midway ● £40 ● 1-3 players ● rumble pak ● controller pak ● Issue 29 ● MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK

70% 2 Mindscape ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2

73% 3 Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE

81% 3 Midway ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 37 ● MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2

90% 4 Virgin ● £40 ● 1 player ● rumble pak ● expansion pak ● Issue 36 ● MG





Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT

73% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● MG

Better-than-average racing game.

RIDGE RACER 64

91% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 40 ● MG



Stunning greatest hits package of the PlayStation games, topped with some exclusive N64 extras.

TOP TIP *Keep the rev counter between 6,000 and 7,000 for a speed start.*

ROAD RASH 64

68% 2 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Solid, entertaining but unspectacular.

ROADSTERS

80% 4 Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Not perfect, but quick. Great.

ROBOTRON 64

75% 2 GT ● £50 ● 1/2 players ● controller pak ● Issue 12 ● JN

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS

88% 4 Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● JB





The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

ROGUE SQUADRON

85% 4 Lucas Arts ● £50 ● 1 player ● on cart ● rumble pak ● expansion pak ● Issue 25 ● TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives – an infinite supply!*

RUGRATS IN PARIS

67% 3 THQ ● £40 ● 1-4 players ● controller pak ● Issue 51 ● AM

A sparse but relatively enjoyable collection of cartoony minigames for the kids.

RUGRATS TREASURE HUNT

48% 1 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA

73% 3 GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

You'll either love it or hate it.

SAN FRANCISCO RUSH

82% 3 GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 11 ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tons of explosions.

SAN FRANCISCO RUSH 2049

91% 4 Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 48 ● GE

Super-fast, car-flipping futuristic racer with countless hours of exploration in it.

TOP TIP *Rack up 100,000 points in the stunt mode and you'll open up an excellent new arena: Disco… Get down!*

SCARS

79% 3 Ubi Soft ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SCOOBY DOO! CLASSIC CREEP CAPERS

23% 1 — THQ • £40 • 1 player • controller pak • Issue 53 • MG

Dire *Resi* rip-off that's abysmal in every sense of the word. Avoid.

SHADOWGATE 64

43% 0 — Kemco • £40 • 1 player • rumble pak controller pak • Issue 31 • JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN

93% 5 — Acclaim • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 32 • JB



Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.



TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE

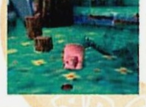
78% 2 — Nintendo/LucasArts • £40 • 1 player • on cart • Issue 1 • JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

SILICON VALLEY

91% 5 — Take 2 • £50 • 1 player • on cart • Issue 22 • MK





The most original console game ever. A breathtakingly clever and supremely playable platformer.



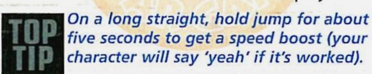
TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SNOWBOARD KIDS

86% 4 — Nintendo/Atlus • £30 • 1-4 players • rumble pak • controller pak • Issue 14 • JA



Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!



TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

SOUTH PARK

73% 1 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 25 • JA

Monotonous and basic first-person shooter.

SOUTH PARK CHEF'S LUV SHACK

83% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Genuinely amusing *Mario Party* rip-off.

SOUTH PARK RALLY

88% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • MG



Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP *Search Gayworld to dig out handy Mr Hanky Poo power-ups.*

STARSHOT SPACE CIRCUS FEVER

68% 2 — Infogrames • £40 • 1 player • rumble pak • on cart • Issue 22 • JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: BATTLE FOR NABOO

78% 4 — THQ • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 53 • GE

Rogue Squadron for the new millennium. A tasty shooter, but just misses the mark.

STAR WARS EPISODE 1: RACER

88% 5 — Nintendo • £50 • 1/2 players • rumble pak • on cart • expansion pak • Issue 30 • MK



Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting Start Game to see your racer trading insults.*

SUPERCROSS 2000

76% 3 — EA • £40 • 1/2 players • rumble pak • controller pak • Issue 39 • JB

More-than-passable bike sim.

SUPERMAN

14% 0 — Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 31 • TW

DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64

96% 5 — Nintendo • £50 • 1 player • on cart • Issue 1 • ZN





Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS

90% 5 — Nintendo • £40 • 1-4 players • rumble pak • Issue 36 • MG



Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

TAZ EXPRESS

27% 0 — Infogrames • £40 • 1 player • on cart • Issue 43 • AM

Utterly hateful. Only slightly more involving than a Kevin Bacon convention, and just as ugly.

TETRISPHERE

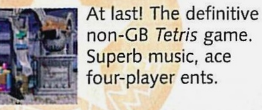
69% 2 — Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

Confusing, complicated and frustrating.

THE NEW TETRIS

88% 5 — Nintendo • £40 • 1-4 players • rumble pak • Issue 33 • MK





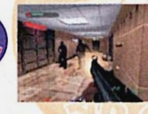
At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.

TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

THE WORLD IS NOT ENOUGH

88% 4 — EA/Eurocom • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 49 • MG





Great Bond shooter: the true successor to *GoldenEye*. But niggly in places, and pales in comparison to *PD*.



TOP TIP *To incapacitate the guards in the bank, you need to shoot them with the watch darts. Anything else and it's game over, man.*

BUTTOCKS!

For anyone still convinced that the N64 is a 'kiddie's console', here's a list of the machine's top five mooners. Thanks to Simon Partridge from Devizes for this particularly anal list.



GO! GO!

Club 64 DIRECTORY readers' top five

Your top five can be anything: your top five favourite characters, your top five favourite boss attacks, your top five favourite games featuring cheese, your top five favourite multiplayer moments, *anything* at all. The more creative and entertaining, the better!

cut out and send

WIN!

An N64 game of your choice!

The reader with the best and most original chart wins an N64 game of their choice.

Send your completed form to:
N64 Directory Charts, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

My top five..
....are:

1. ....
2. ....
3. ....
4. ....
5. ....

Name...
Address...
....
....
....
Postcode...
Game wanted...

SMILE!

As The Supernaturals are often wont to say, 'You've gotta smi-i-ile.' And few folk have taken that advice more literally than the five characters in Kane Szablewski of Leamington Spa's list of cheeky grinners on the N64.



TIGGER'S HUNNY HUNT

36% 1 — Ubi Soft • £40 • 1 player • on cart • Issue 51 • GE

Another tiresome Disney-themed platformer that even youngsters will loathe. Pooh.

TOM & JERRY: FISTS OF FURRY

35% 1 — Ubi Soft • £40 • 1/2 players • rumble pak • on cart • Issue 49 • GE

Duff cartoon scrapper. Without a four-player mode! Pants.

TONIC TROUBLE

55% 1 — Ubi Soft • £40 • 1 player • controller pak • rumble pak • Issue 33 • MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TONY HAWK'S SKATEBOARDING

86% 5 — Activision • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 41 • MK




Very playable skateboarding sim with the emphasis on tremendous stuntwork.


TOP TIP: *For a 10x trick multiplier, hold L at the pause menu and hit: Down, Right, Up, Right, Up, Left, Left-C.*

TOP GEAR OVERDRIVE

79% 2 — Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY

86% 4 — Nintendo/Boss • £40 • 1/2 players • controller pak • Issue 8 • JD




Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.


TOP TIP: *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

TOP GEAR RALLY 2

90% 5 — Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • JB




Brilliant rally game with arcade handling. There's even a random track generator.


TOP TIP: *Stick with your chosen racing team for as long as you can to get the best possible upgrades for your car.*

TOY STORY 2

71% 2 — Activision • £40 • 1 player • rumble pak • controller pak • Issue 39 • TW

Surprisingly good 3D platformer, with fun levels and sturdy puzzles.

TUROK DINOSAUR HUNTER

91% 4 — Acclaim • £30 • 1 player • controller pak • Issue 1 • TW




Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!

TOP TIP: *Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2: SEEDS OF EVIL

95% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW




A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP: *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK 3: SHADOW OF OBLIVION

82% 2 — Acclaim • £50 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MG

Brilliant in places but plain tedious in others. No match for the sublime *Perfect Dark*.

TUROK: RAGE WARS

87% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 35 • MG




The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP: *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE

60% 2 — Nintendo • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

An amateur snowboarding outing. Just competent.

VIGILANTE 8

74% 3 — Activision • £40 • 1-4 players • controller pak • expansion pak • Issue 28 • JB

Average *Twisted Metal* clone.

VIGILANTE 8 SECOND OFFENCE

69% 3 — Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • JB

Polished-looking but ultimately tedious update of last year's original.

VIRTUAL POOL 64

77% 4 — Interplay • £40 • 1/2 players • controller pak • Issue 26 • MG

Surprisingly playable pool sim.

V-RALLY 99

90% 4 — Infogrames • £40 • 1/2 players • rumble pak • controller pak • Issue 22 • JA




Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP: *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% 0 — Nintendo • £40 • 1-4 players • rumble pak • controller pak • Issue 21 • TW

It's golf, but golf that looks like it's been through a meat processor.

WAR GODS

46% 0 — GT • £25 • 1/2 players • No backup • Issue 7 • JB

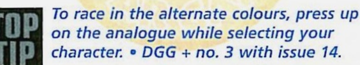
Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64

90% 5 — Nintendo • £30 • 1/2 players • on cart • Issue 2 • ZN




Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.

TOP TIP: 
To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.

WAYNE GRETZKY'S 3D HOCKEY

75% 2 — GT • £25 • 1-4 players • controller pak • Issue 6 • TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% 2 — GT • £25 • 1-4 players • controller pak • Issue 16 • MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

78% 2 — EA • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • MG

EA's first WCW game is lightning quick, but disappointingly lacking in moves.

WCW/NWO REVENGE

75% 3 — THQ • £50 • 1-4 players • rumble pak • on cart • Issue 22 • MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% 2 — THQ • £50 • 1-4 players • rumble pak • controller pak • Issue 12 • TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

WETRIX

74% 3 — Ocean • £30 • 1/2 players • controller pak • Issue 15 • JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64

88% 4 — Midway • £45 • 1-4 players • rumble pak • on cart • Issue 23 • TW




The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.



TOP TIP *Airbraking on gentle bends can flip you: save it for the tightest turns.*

WORLD CUP '98

73% 1 — EA • £40 • 1/4 players • controller pak • Issue 16 • JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER

91% 5 — Midway/Boss • £40 • 1/2 players • rumble pak • controller pak • Issue 32 • JB





It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *Change car colour: press Z at the car select screen. See* **N64***/34 for more.*

WORMS ARMAGEDDON

85% 4 — Infogrames • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • MK





A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

TOP TIP *Complete training and one-player missions for new multiplayer options.*

WWF ATTITUDE

88% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 32 • MG




The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.



TOP TIP *For extra costumes in create-a-player, win a WWF title as Mankind in challenge or career mode under normal or hard difficulty.*

WWF NO MERCY

92% 5 — THQ • £40 • 1-4 players • rumble pak • controller pak • transfer pak • Issue 49 • AM




A huge improvement on already by far the best wrestling series, laden with options, intrigue and violence.



TOP TIP *The sneaky way to win is the Ring Out. Trap your foe outside the ring and leg it back in when the count's nearly finished.*

WWF WARZONE

85% 3 — Acclaim • £50 • 1-4 players • rumble pak • controller pak • Issue 19 • MK



A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP *On the character biog, push down on the analogue to select other outfits.*

WWF WRESTLEMANIA 2000

90% 4 — THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • OH



The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

XENA WARRIOR PRINCESS

81% 3 — Titus • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • MG

Fast-paced, four-player beat-'em-up.

YOSHI'S STORY

86% 5 — Nintendo • £40 • 1 player • rumble pak • on cart • Issue 15 • TW




Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.



TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe out of reach, go down the next one and look for the '?'.*

Import releases
(not yet out in UK)

Game	Details	Score	Stars
64 O-SUMO	Bottom Up • 1/2 players • Issue 11 • ME	90%	3
AIR BOARDER 64	Human • 1/2 players • Issue 16 • TW	62%	2
ALL STAR BASEBALL 2001	Acclaim • 1-4 players • Issue 44 • AM	81%	4
ANIMAL FOREST	Nintendo • 1-4 players • Issue 56 • GE	80%	4
ARMY MEN: AIR COMBAT	3DO • 1-4 players • Issue 46 • AM	83%	3
AUGUSTA MASTERS '98	T&E Soft • 1-4 players • Issue 14 • JP	40%	0
BANGAIO	Treasure • 1 player • Issue 36 • MK	84%	4
BOMBERMAN SECOND ATTACK	Hudson • 1-4 players • Issue 45 • AM	52%	2
BOMBERMAN D-DAMAN	Hudson • 1 player • Issue 20 • JP	23%	0
BOTTOM OF THE NINTH	Konami • 1/2 players • Issue 30 • TW	44%	2
CHORO Q 64	Takara • 1-4 players • Issue 20 • MK	56%	0
CRUIS'N EXOTICA	Midway • 1 player • Issue 50 • GE	43%	1
CUSTOM ROBO	Marigul • 1/2 players • Issue 41 • JB	83%	4
CUSTOM ROBO V2	Marigul • 1-4 players • Issue 54 • GE	84%	4
DENRYU IRA IRA BOU	Hudson • 1/2 players • Issue 12 • JN	65%	2
DEZAEMON 3D	Athena • 1-4 players • Issue 19 • MK	82%	3
DORAEMON	Epoch • 1 player • Issue 2 • TW	60%	1
DORAEMON 2	Epoch • 1 player • Issue 26 • JB	52%	1
DORAEMON 3	Epoch • 1-4 players • Issue 46 • AM	54%	2
DR MARIO 64	Nintendo • 1-4 players • Issue 56 • GE	43%	2
FIGHTER DESTINY 2	Southpeak • 1/2 players • Issue 45 • AM	85%	4
FAMISTA 64	Namco • 1-4 players • Issue 11 • TW	68%	1
FOX COLLEGE HOOPS	Fox Int. • 1/2 players • Issue 26 • TW	25%	0
GET A LOVE PANDA LOVE UNIT	Hudson • 1 player • Issue 26 • TW	??%	1
GLORY OF ST ANDREWS	Seta • 1-4 players • Issue 1 • TW	58%	0
GOLDEN NUGGET	EA • 1-4 players • Issue 26 • TW	52%	1
HARVEST MOON 64	Natsume • 1 player • Issue 39 • MK	90%	5
HEY YOU, PIKACHU!	Nintendo • 1 player • Issue 50 • GE	56%	2
JANGOU SIM MAH JONG 64	Video System • 1 player • Issue 7 • JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer • 1-4 players • Issue 8 • TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson • 1/2 players • Issue 10 • TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami • 1-4 players • Issue 1 • TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami • 1-4 players • Issue 32 • TW	90%	5
JEOPARDY!	Take 2 • 1-3 players • Issue 16 • MK	9%	0
JIKKYOU WORLD CUP '98	Konami • 1-4 players • Issue 18 • TW	91%	4
KING OF PRO BASEBALL	Imagineer • 1-4 players • Issue 1 • TW	68%	1
KIRATTO KAIKETSU	Imagineer • 1-4 players • Issue 25 • TW	60%	2
LAST LEGION UX	Hudson • 1/2 players • Issue 32 • MK	60%	3
LEGEND OF THE RIVER KING	Natsume • 1 player • Issue 26 • JB	56%	3
LET'S SMASH	Hudson • 1-4 players • Issue 23 • TW	67%	3
MAH JONG 64	Koei • 1-4 players • Issue 3 • JD	65%	1
MAH JONG MASTER	Konami • 1-4 players • Issue 1 • WO	69%	2
MAJOR LEAGUE BASEBALL	Nintendo • 1-4 players • Issue 18 • MK	74%	4
MARIO PARTY 3	Nintendo • 1-4 players • Issue 52 • MG	74%	3
MEGA MAN 64	Capcom • 1 player • Issue 53 • GE	70%	3
MIDWAY'S GREATEST ARCADE HITS	Midway • 1/2 players • Issue 50 • MG	71%	3
MS PAC-MAN MAZE MADNESS	Namco • 1-4 players • Issue 48 • MG	72%	3
NAMCO MUSEUM	Namco • 1/2 players • Issue 44 • MG	70%	3

LIGHTS!

It really does take all sorts. For our final chart, say hello to Andrew McGaskill from Lancing, who's compiled a list of his favourite five bulbs in GoldenEye. Best not ask.



GO! GO!

IMPORTING?

Using the N64 Passport v3, all Japanese/US games listed here will work on a UK N64 with one of these three codes: E93D0054 0000003F, E93D0054 00000054 or E93E0658 00000000. And if you're looking for a particular import game – or, indeed, the Passport itself – give CA Games a call on 0141 334 3901.

Game	Details	Score	Stars
NBA COURTSIDE 2	Nintendo ● 1-4 players ● Issue 44 ● MK	87%	4
NEON GENESIS EVANGELION	Bandai ● 1 player ● Issue 35 ● JB	61%	3
NFL BLITZ 2001	Midway ● 1-4 players ● Issue 51 ● AM	78%	4
NIGHTMARE CREATURES	Activision ● 1 player ● Issue 25 ● MK	57%	1
OGRE BATTLE 64	Atlus ● 1 player ● Issue 50 ● MK	87%	4
PACHINKO WORLD 64	Hewia ● 1 player ● Issue 13 ● TW	12%	1
PAPER MARIO	Nintendo ● 1 player ● Issue 53 ● AM	90%	5
PIKACHU GENKI DECHU	Nintendo ● 1 player ● Issue 25 ● ME	75%	3
POKÉMON STADIUM G/S	Nintendo ● 1-4 players ● Issue 55 ● GE	90%	5
POLARIS SNOCROSS	Vatical ● 1-4 players ● Issue 54 ● AM	57%	3
POWER LEAGUE 64	Hudson ● 1/2 players ● Issue 7 ● JA	42%	0
POWER PRO BASEBALL 4	Konami ● 1/2 players ● Issue 3 ● TW	54%	2
POWER PRO BASEBALL 5	Konami ● 1/2 players ● Issue 17 ● MK	78%	3
PUYO PUYO SUN 64	Compile ● 1/2 players ● Issue 10 ● ZN	80%	2
RALLY CHALLENGE 2000	Southpeak ● 1/2 players ● Issue 45 ● MG	61%	3
READY 2 RUMBLE ROUND 2	Midway ● 1/2 players ● Issue 50 ● AM	76%	3
SIM CITY 2000	Imagineer ● 1 player ● Issue 13 ● JP	83%	3
SIN AND PUNISHMENT	Nintendo ● 1/2 players ● Issue 51 ● MG	89%	5
SNOWBOARD KIDS 2	Atlus ● 1-4 players ● Issue 28 ● JA	80%	4
SNOW SPEEDER	Imagineer ● 1/2 players ● Issue 26 ● JA	71%	2
SPACE INVADERS	Activision ● 1 player ● Issue 44 ● MG	73%	3
SPIDER-MAN	Activision ● 1 player ● Issue 51 ● AM	78%	4
STARCRAFT 64	Nintendo ● 1/2 players ● Issue 45 ● MG	78%	3
STAR SOLDIER	Hudson ● 1 player ● Issue 19 ● MK	62%	1
SUPER BOWLING	Athena ● 1-4 players ● Issue 54 ● MG	72%	3
SUPER ROBOT SPIRITS	Banpresto ● 1/2 players ● Issue 20 ● MK	58%	2
SUSUME! TAISEN PUZZLE DAMA	Konami ● 1-4 players ● Issue 15 ● TW	78%	3
TAMAGOTCHI WORLD 64	Bandai ● 1-4 players ● Issue 12 ● JN	79%	3
TETRIS 64	Seta ● 1-4 players ● Issue 26 ● JA	42%	1
TOKON ROAD	Hudson ● 1-4 players ● Issue 12 ● DM	49%	1
TOP GEAR HYPERBIKE	Kemco ● 1/2 players ● Issue 44 ● MK	64%	3
TRIPLE PLAY 2000	EA ● 1-4 players ● Issue 29 ● MG	50%	2
TRUMP WORLD	Bottom Up ● 1-4 players ● Issue 21 ● MG	21%	1
VIRTUAL CHESS	Titus ● 1/2 players ● Issue 18 ● TW	76%	2
WCW NITRO	THQ ● 1-4 players ● Issue 27 ● JP	42%	0
WCW BACKSTAGE ASSAULT	EA ● 1/2 players ● Issue 54 ● AM	46%	2
WHEEL OF FORTUNE	Gametek ● 1-3 players ● Issue 11 ● TW	17%	0
WONDER PROJECT J2	Enix ● 1 player ● Issue 1 ● WO	55%	1









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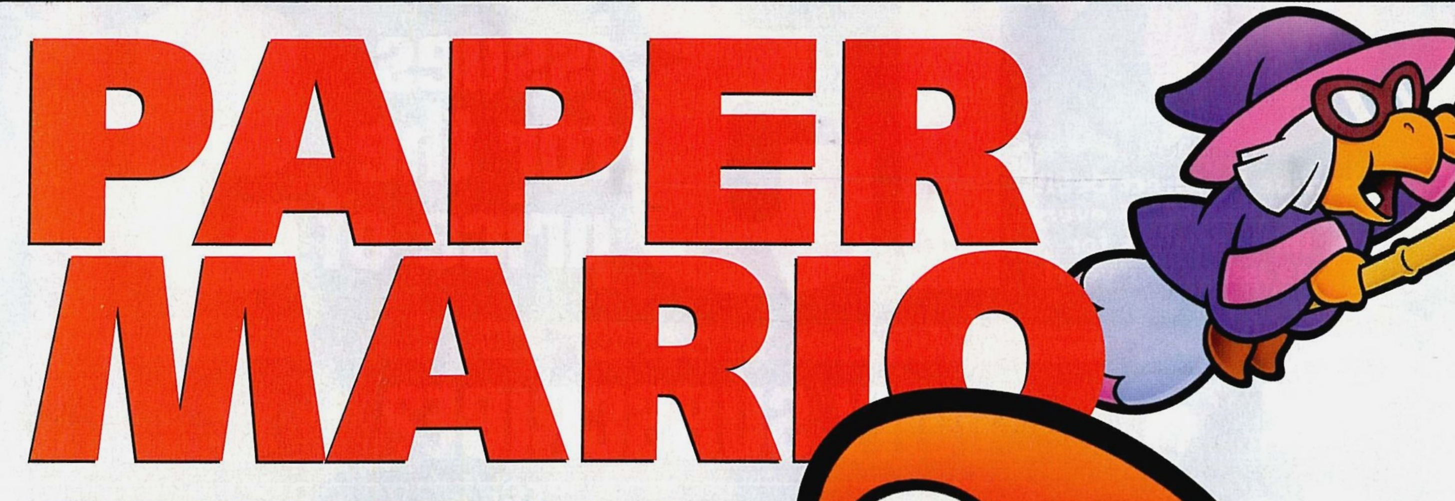
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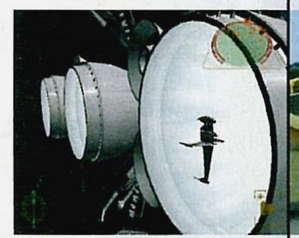
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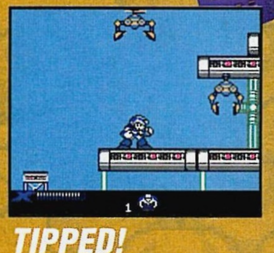
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• DO NOT…
…place your HeadBoy™ in unfriendly environments such as icy palaces and primitive microwave ovens.

• DO NOT…
…drop your HeadBoy™ from great heights, either with or without adequate parachute protection. Please ensure you are not wearing the unit if it falls from the top of high buildings. I mean, honestly…

• DO NOT…
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• DO NOT…
…attempt to instruct your HeadBoy™ in the skill of driving an automobile. Its state-of-the-art CPU and graphics chips are incapable of passing even the written test. Sorry.

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…use your HeadBoy™ as an attractive incense burner or candlestick. This is likely to melt the inner sections, causing them to fuse with your skull and require major surgery.

• DO NOT…
…use your HeadBoy™ as a receptacle for cold, hot or lukewarm fluids, bodily or otherwise. Excessive sweating during use is similarly discouraged. We suggest the use of a powerful antiperspirant.

Know your way round you… …w Nintendo HeadBoy™

START BUTTON
Ideally placed for easy use, the S… performs a number of functions, … button or pausing gameplay. If you're h… …y starting with a game, simply scratch your head and the …troubles game is paused!

LCD VISUAL UNIT
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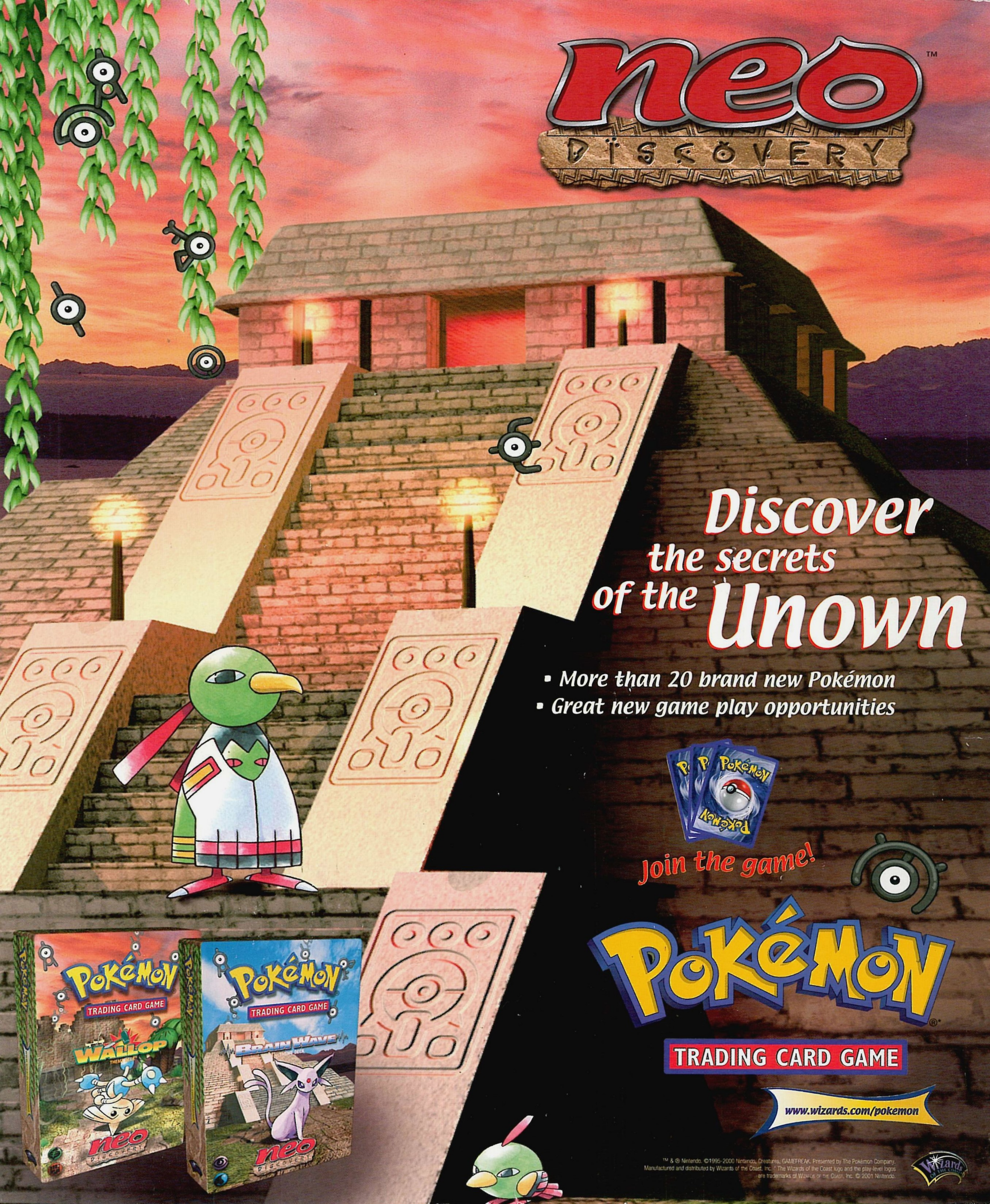
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VISUAL DISPLAY UNIT
High-quality images are projected directly into the brain's visual receptors, bypassing outdated optical technology. (Excessive use can cause unwanted hallucinations).

MICROPHONE UNIT
Now you can talk to Mario and have him respond in gibberish! This item is most often used for swearing, panting and fevered prayers. Do not chew.

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